

IoT Product Design and Rapid Prototyping

Part B

Brian Rashap

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Before We Get Started

- Create an account at openweathermap.org
- Generate an API key at:
https://home.openweathermap.org/api_keys

You can generate as many API keys as needed for your subscription. We accumulate the total load from all of them.

| Key | Name | Status | Actions | Create key |
|----------------------------------|----------|--------|---------|---|
| 07f56344e3fe7a27974a52eb54783b71 | Default | Active | | <input type="text" value="API key name"/> |
| dacc7f9f41f4cca0a274cf925b97a356 | IoTClass | Active | | |



Clear Out Credentials

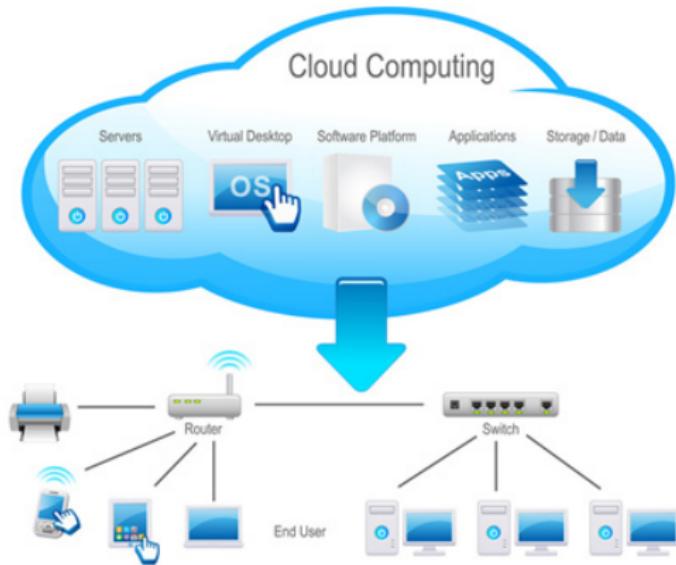
Going forward we will need to connect to the Internet and the Particle Cloud:

- Run L09_00_HelloReset
 - Clear out all credentials (to remove IoTClassroom)
 - Reconnect to DDCIOT
- Add your home credentials, either by:
 - Add your home credentials to L09_00_HelloReset, or
 - When you get home, use *particle serial wifi* to reconnect to your home wifi
- Code also will show you your stored credentials, your IP and MAC address, and the Access Point into.

Module 9 - The Cloud



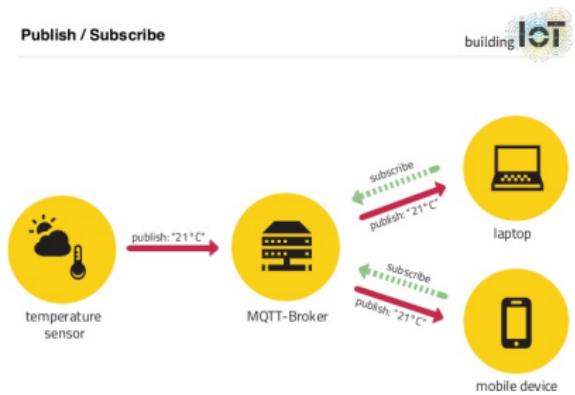
The Cloud



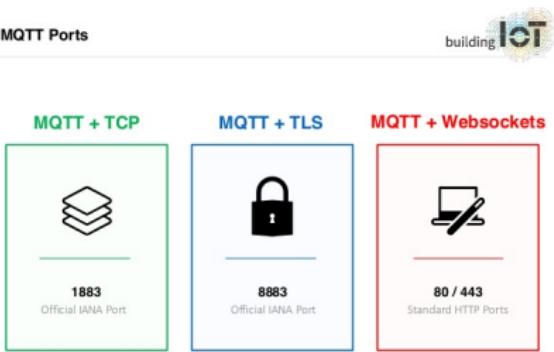


MQTT: MQ Telemetry Transport

Publish / Subscribe



MQTT Ports





Adafruit.io



Let's create an Adafruit.io account.

Get Started

FREE
forever

30 data points per minute
30 days of data storage
Triggers every 15 minutes
5 feed limit

[Sign Up Now](#)

Power Up

\$10 or \$99
per month per year

60 data points per minute
60 days of data storage
Triggers every 5 seconds
Unlimited feeds

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MQTT Elements explained

- TheClient - object that defines the TCP (Transmission Control Protocol) connection over WiFi.
- mqtt - object that defines the MQTT connection using the WiFi object, the MQTT server/port, and user name/password.
- FeedName - a "variable" located on Adafruit.io that can be subscribed or published to. There can be many of these.
- mqttObj - object that will be used in the C++ code that will be used to publish or subscribe to an Adafruit.io feed. There needs to be one object for each feed.
- value - Variable in the C++ code that stores information to be published or to receive information from a feed that is subscribed to.

NOTE: FeedName, mqttObj, and value should be given descriptive "names" similar to the naming convention for all variables and objects in the C++ code.



MQTT Elements in VSCode

```
1 #include <Adafruit_MQTT.h>
2 #include "Adafruit_MQTT/Adafruit_MQTT_SPARK.h"
3 #include "Adafruit_MQTT/Adafruit_MQTT.h"
4
5 #include "credentials.h"
6 /* Copy the Adafruit.io Setup line and the next four lines to a credentials.h file
7 //***** Adafruit.io Setup *****/
8 #define AIO_SERVER      "io.adafruit.com"
9 #define AIO_SERVERPORT  1883          // use 1883 for SSL
10 #define AIO_USERNAME    "username"   // replace with your Adafruit.io username
11 #define AIO_KEY         "key"        // replace with your Adafruit.io key
12 */
13
14 //***** Global State (you don't need to change this!) ***
15 TCPClient TheClient;
16
17 // Setup the MQTT client class by passing in the WiFi client and MQTT server and login
18 // details.
19 Adafruit_MQTT_SPARK mqtt(&TheClient,AIO_SERVER,AIO_SERVERPORT,AIO_USERNAME,AIO_KEY);
20
21 //***** Feeds *****
22 // Setup Feeds to publish or subscribe
23 // Notice MQTT paths for AIO follow the form: <username>/feeds/<feedname>
24 Adafruit_MQTT_Subscribe subFeed = Adafruit_MQTT_Subscribe(&mqtt,AIO_USERNAME "/feeds/
25     feed1");
26 Adafruit_MQTT_Publish pubFeed = Adafruit_MQTT_Publish(&mqtt,AIO_USERNAME "/feeds/feed2");
27
28 //*****Declare Variables*****
29 unsigned int last, lastTime;
30 float subValue, pubValue;
```



MQTT Publish and Subscribe

```
1 void setup() {
2   Serial.begin(9600);
3   waitFor(Serial.isConnected, 15000); //wait for Serial Monitor to startup
4
5   WiFi.connect(); //Connect to internet, but not Particle Cloud
6   while(WiFi.connecting()) {
7     Serial.printf(".");
8   }
9
10 mqtt.subscribe(&subFeed); // Setup MQTT subscription for subFeed feed.
11 }
12
13 void loop() {
14   // Publishing to a MQTT feed
15   if(mqtt.Update()) { //if mqtt object (Adafruit.io) is available to receive data
16     Serial.printf("Publishing %0.2f to Adafruit.io feed FeedNameB \n",value1);
17     pubfeed.publish(value1);
18   }
19   // Two new functions that will be useful:
20   // atof() - ASCII to Float: converts an ASCII string to a floating point number
21   // atoi() - ASCII to Integer: converts an ASCII string to an integer
22
23   // Receive data from a subscription to an MQTT feed
24   Adafruit_MQTT_Subscribe *subscription;
25   while ((subscription = mqtt.readSubscription(100))) { //wait a moment for new feed data
26     if (subscription == &subFeed) { // assign new data to appropriate variable
27       value2 = atof((char *)subFeed.lastread); //value2 = data from MQTT subscription
28       Serial.printf("Received %0.2f from Adafruit.io feed FeedNameB \n",value2);
29     }
30   }
31 }
```



Assignment: L09_01_SubscribePublish

A screenshot of the Tynker Scratch-like programming environment. The interface is divided into several sections: a top bar with 'Scratch' and 'Scratch 2.0' tabs, a 'Stage' area with a blue background and a small cat sprite, and a 'Scripts' area containing a script with a green hat and a blue body. Below the stage are four columns of block categories: 'Control' (with blocks like 'when green flag clicked', 'repeat', 'forever', 'if then'), 'Sensing' (with blocks like 'touching?', 'key pressed', 'distance >'), 'Motion' (with blocks like 'move 10 steps', 'turn 15 degrees', 'glide 100 to (100, 100)'), and 'Sound' (with blocks like 'play sound [] until done', 'say [] for [] seconds', 'stop sound'). On the right side, there's a 'My Blocks' section with a 'Create New Block' button and a preview of a block named 'Hello World!' which says 'Hello World!' when run.

- ① Modify the starter code for your Adafruit.io feed.
 - ② Publish
 - Publish a random number to a feed once every 6 seconds (do not use a delay).
 - Create a line chart on your dashboard to display the random number.
 - ③ Subscribe
 - Add a button to your Adafruit.io dashboard and connect it to a feed called buttonOnOff.
 - Subscribe to the buttonOnOff and turn on the on board LED (D7) when pressed.
 - ④ Experiment with other blocks
 - Replace the button with a slider.
 - Control the brightness of an LED.
 - Display data with other dashboard blocks.



Local and Static Variables

```
1 const int TEMPFREQ = 10000, MOISTFREQ = 30000, MOISTPIN = A3;
2 float tempC;
3 int moist;
4 void loop() {
5     tempC = getTemp(TEMPFREQ);
6     moist = getMoisture(MOISTPIN, MOISTFREQ);
7 }
8
9 float getTemp(int timeInterval) {
10    int currentTime;
11    static int lastTime = -999999;
12    static float data;
13
14    currentTime = millis();
15    if(currentTime - lastTime > timeInterval) {
16        lastTime = millis();
17        data = BME.readTemperature();
18    }
19    return data;
20 }
21
22 int getMoisture(int probePIN, int timeInterval) {
23    static int lastTime = -999999;
24    static int data;
25
26    if(millis() - lastTime > timeInterval) {
27        lastTime = millis();
28        data = analogRead(probePIN);
29    }
30    return data;
31 }
```



JSON

JSON (JavaScript Object Notation) is a lightweight data-interchange format. It is easy for humans to read and write. It is easy for machines to parse and generate. It is based on a subset of the JavaScript Programming Language Standard ECMA-262 3rd Edition - December 1999. JSON is a text format that is completely language independent but uses conventions that are familiar to programmers of the C-family of languages, including C, C++, C#, Java, JavaScript, Perl, Python, and many others. These properties make JSON an ideal data-interchange language.

JSON is built on two structures:

- A collection of name/value pairs. In various languages, this is realized as an object, record, struct, dictionary, hash table, keyed list, or associative array.
- An ordered list of values. In most languages, this is realized as an array, vector, list, or sequence.



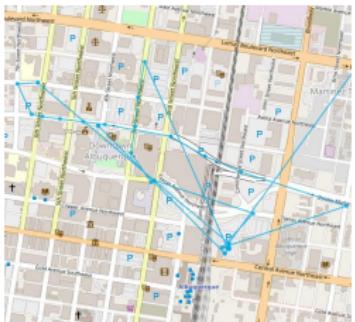
JSON Parser Generator

Creating objects in JSON are straightforward but can be tedious. There is a JSON Generator available to simplify the process.

```
1 #include <JsonParserGeneratorRK.h>
2
3 void createEventPayLoad(float tempValue, float presValue, float humValue) {
4     JsonWriterStatic<256> jw;
5     {
6         JsonWriterAutoObject obj(&jw);
7
8         jw.insertKeyValue("Temperature", tempValue);
9         jw.insertKeyValue("Pressure", presValue);
10        jw.insertKeyValue("Humidity", humValue);
11    }
12    Particle.publish("env-vals", jw.getBuffer(), PRIVATE);
13 }
```



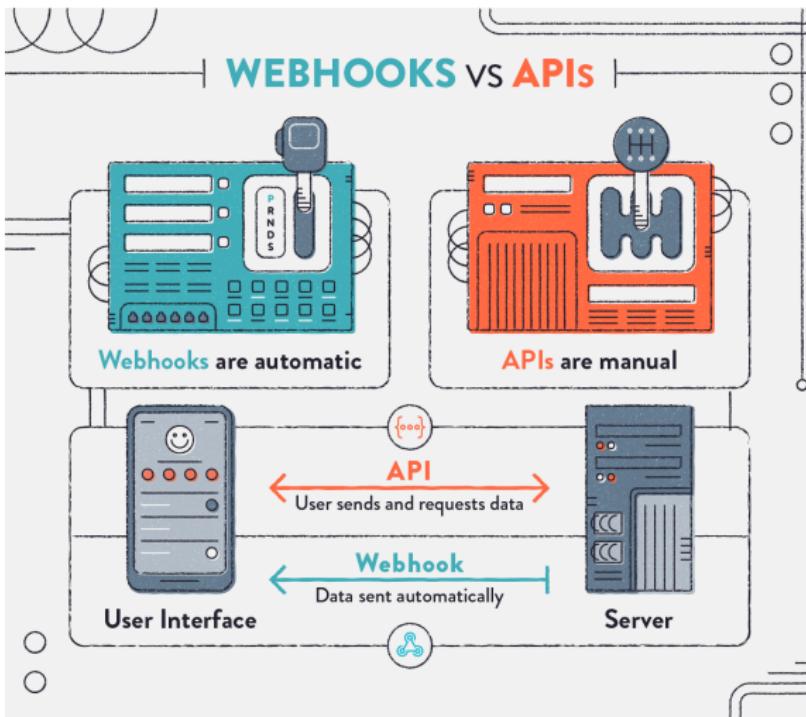
Assignment: L09_02_GPSPublish



- ① Every 10 seconds (without using delays), generate random GPS coordinates within Albuquerque.
- ② Publish to Adafruit.io using MQTT and JSON format. Use "lat" and "lon" as the names for the JSON data elements.
- ③ Using the Map block to create a dashboard that shows the GPS coordinates



Webhooks





Step 1 - OpenWeather

- Create an account at openweathermap.org
- Generate an API key at:
https://home.openweathermap.org/api_keys

You can generate as many API keys as needed for your subscription. We accumulate the total load from all of them.

| Key | Name | Status | Actions | Create key |
|----------------------------------|----------|--------|---------|---|
| 07f56344e3fe7a27974a52eb54783b71 | Default | Active | | <input type="text" value="API key name"/> |
| dacc7f9f41f4cca0a274cf925b97a356 | IoTClass | Active | | |



Step 2 - Create Webhook

From `console.particle.io`:

The screenshot shows the Particle Integrations page. On the left is a sidebar with icons for Particle, Personal, and a plus sign. The main area is titled "Integrations" and contains five cards, each with a "Webhook" icon and three options: "temp", "any device", and "thingspeak.com". The fifth card is highlighted with a dashed border and a central plus sign, labeled "NEW INTEGRATION". At the top right of the page are links for "Docs", "Contact Sales", "Support", and an email address "barashap@gmail.com".

The screenshot shows the "Sandbox" section of the Integrations page, specifically the "New Integration" sub-page. The sidebar on the left includes a "Sandbox" icon. The main content lists four integration options: "Google Maps", "Azure IoT Hub", "Google Cloud Platform", and "Webhook". Each option has a small icon, a name, and a brief description. The "Webhook" option is at the bottom.



Step 3 - Select Custom Template

The screenshot shows the Particle Webhook Builder interface. On the left is a sidebar with icons for Device, Project, and Help. The main area has a header "Sandbox" with a dropdown arrow. Below it, the navigation path is "Integrations > New Integration > Webhook". There are two tabs: "WEBHOOK BUILDER" and "CUSTOM TEMPLATE", with "CUSTOM TEMPLATE" underlined. A section titled "Particle webhook template reference" contains a code editor with the following JSON template:

```
1 [  
2   "event": "",  
3   "url": "",  
4   "requestType": "POST",  
5   "noDefaults": false,  
6   "rejectUnauthorized": true  
7 ]
```



Step 4 - Update Custom Template with API format

Adapted from <https://openweathermap.org/api/one-call-api> and <https://openweathermap.org/current>

```
1  {
2      "event": "GetWeatherData",
3      "responseTopic": "{{PARTICLE_DEVICE_ID}}/{{PARTICLE_EVENT_NAME}}",
4      "url": "https://api.openweathermap.org/data/2.5/onecall",
5      "requestType": "GET",
6      "noDefaults": true,
7      "rejectUnauthorized": true,
8      "responseTemplate": "{\"lat\":{{lat}},\"lon\":{{lon}},\"dt\":{{current.dt}},\"temp\":
9          \":{{current.temp}},\"uvi\":{{current.uvi}},\"clouds\":{{current.clouds}},\"ws\":{{\n10         current.wind_speed}},\"wd\":{{current.wind_deg}} }",
11      "query": {
12          "lat": "{{lat}}",
13          "lon": "{{lon}}",
14          "exclude": "minutely,hourly,daily,alerts",
15          "units": "metric",
16          "appid": "dacc7f9f41f4cca0a274cf925b97a356"
17      }
18 }
```

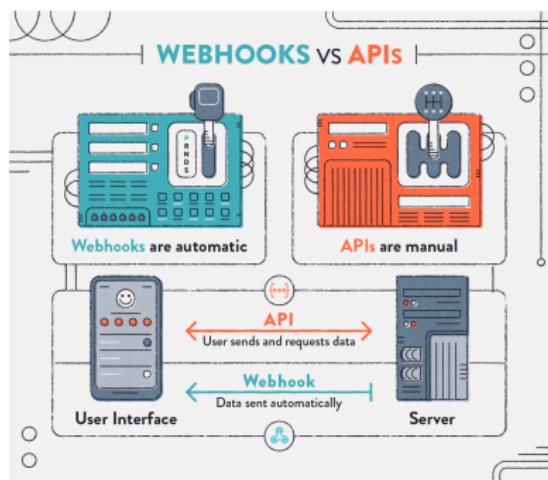


Step 5 - Particle Argon Code

```
1 const char *EVENT_NAME = "GetWeatherData";
2 unsigned int lastTime;
3 const float lat=35.0045, lon=-106.6465; //update to your favorite location
4
5 void setup() {
6     Serial.begin(9600);
7     waitFor(Serial.isConnected,15000);
8     String subscriptionName = String::format("%s/%s/", System.deviceID().c_str(),
9         EVENT_NAME);
10    Particle.subscribe(subscriptionName, subscriptionHandler, MY_DEVICES);
11    Serial.printf("Subscribing to %s\n", subscriptionName.c_str());
12 }
13
14 void loop() {
15     if((millis() - lastTime) > 60000) {
16         Serial.printf("\n\nTime = %i\n",millis());
17         Particle.publish(EVENT_NAME, "", PRIVATE);
18         Particle.publish(EVENT_NAME, String::format("{\"lat\":%0.5f,\"lon\":%0.5f}", lat,
19             lon), PRIVATE);
20         lastTime = millis();
21     }
22 }
23 void subscriptionHandler(const char *event, const char *data) {
24     JSONValue outerObj = JSONValue::parseCopy(data);
25     JSONObjectIterator iter(outerObj);
26     while(iter.next()) {
27         Serial.printf("key=%s value=%s\n", (const char *) iter.name(), (const char *)
28             iter.value().toString());
29     }
30 }
```



Assignment: L09_03_GetWeather

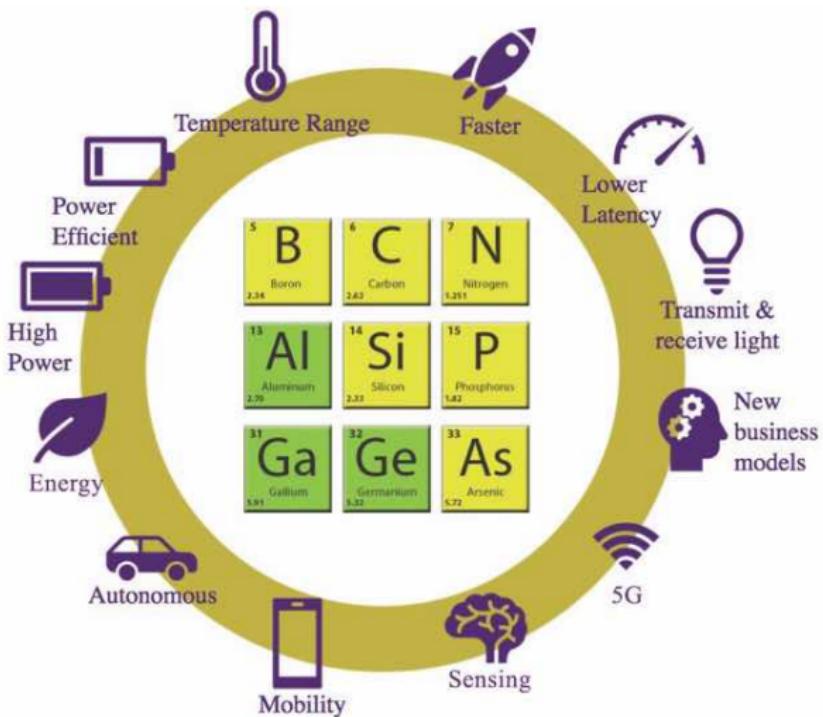


- ① Using the OpenWeatherMap webhook get the outside weather conditions.
- ② Display the OLED:
 - GPS location (hard coded)
 - Indoor conditions from BME280
 - Current outdoor conditions.

Module 10 - Semiconductors



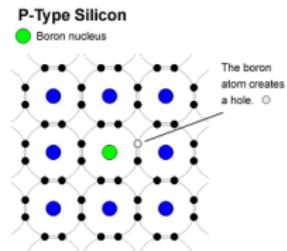
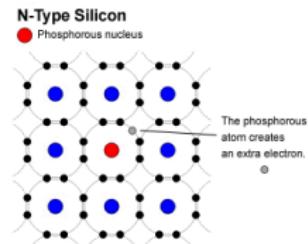
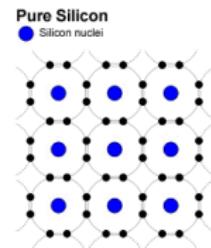
Semiconductors





Semiconductor

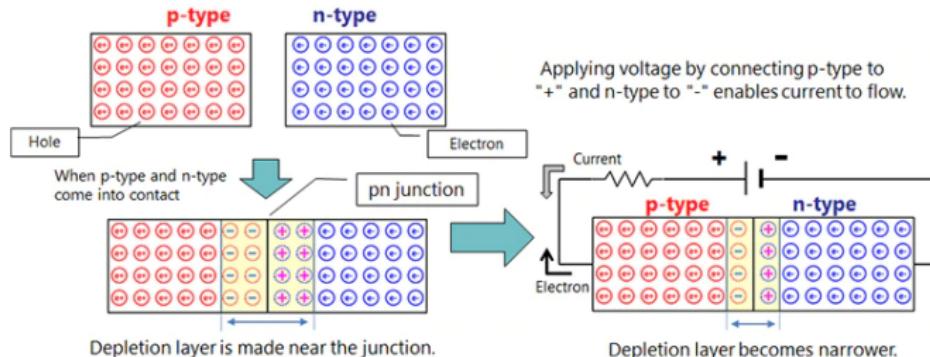
- A silicon atom has four electrons in its outer shell and bonds tightly with four surrounding silicon atoms creating a crystal matrix with eight electrons in the outer shells. The tight bonds make pure silicon non-conducting.
- Phosphorus has five electrons, and when combined, the fifth electron becomes a "free" electron that moves easily within the crystal when a voltage is applied.
- Boron has only three electrons in its outer shell and can bond with only three of surrounding silicon atoms. Thus one silicon atom has a vacant location in its outer shell, called a "hole," that readily accepts an electron.





pn junction diode

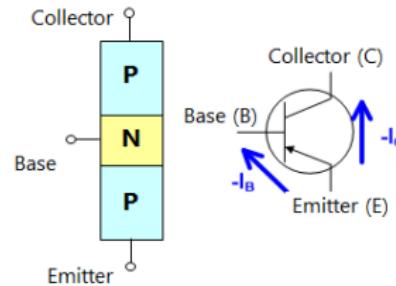
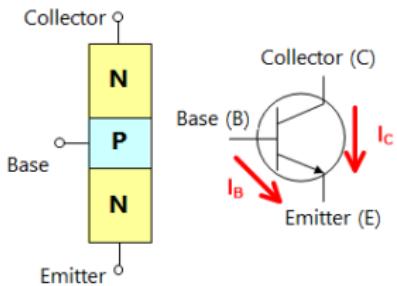
- When p-type and n-type semiconductors are bonded, holes and free electrons are attracted, combine, and disappear near the boundary. Since there are no carriers in this area, it is called a depletion layer and it is an insulator.
- A positive voltage applied to the p-type region causes electrons to flow sequentially from the n-type. The electrons will first disappear by combining with holes, but excess electrons will move to the positive pole and current will flow.





Bipolar Junction Transistor

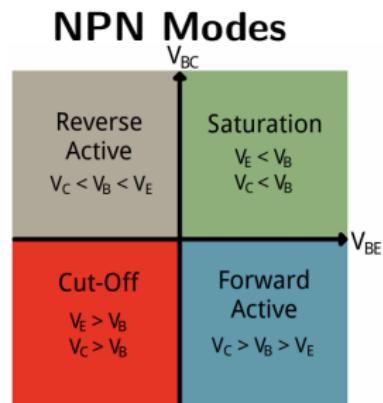
The transistor has three regions, namely base, emitter and collector. The emitter is a heavily doped terminal and emits electrons into the base. The base terminal is lightly doped and passes the emitter-injected electrons on to the collector. The collector terminal is intermediately doped and collects electrons from base. This collector is large as compared with other two regions so it dissipates more heat.





Bipolar Junction Transistor - Modes of Operation

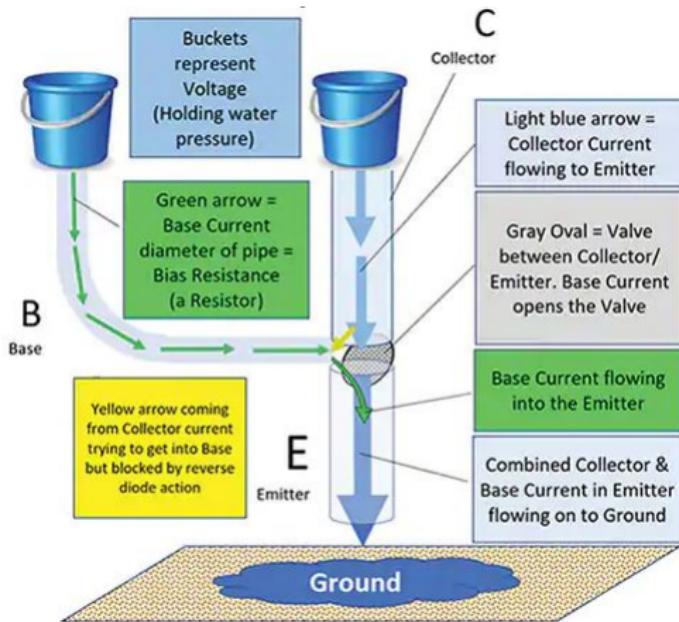
- **Saturation:** Current freely flows from collector to emitter. (ON Switch)
- **Cut-off:** No current flows from collector to emitter. (OFF Switch)
- **Active:** The current from collector to emitter is proportional to the current flowing into the base. (Amplifier)
- **Reverse-Active:** Like active mode, the current is proportional to the base current, but it flows in reverse from emitter to collector (not the purpose transistors were designed for).



| Voltage relations | NPN Mode | PNP Mode |
|--|------------|------------|
| V _e < V _b < V _c | Active | Reverse |
| V _e < V _b > V _c | Saturation | Cutoff |
| V _e > V _b < V _c | Cutoff | Saturation |
| V _e > V _b > V _c | Reverse | Active |



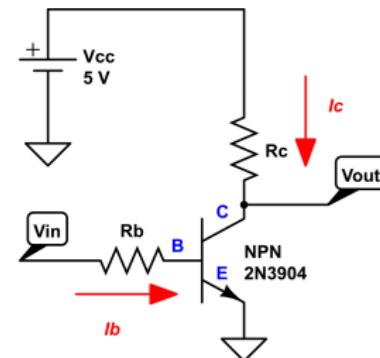
Water Analogy





Active Mode NPN Transistor Circuit

If you apply a voltage V_{IN} that is high enough to forward-bias the base-to-emitter junction, current (I_B) will flow from the input terminal, through R_B , through the BE junction, to ground. Current (I_C) will also flow through R_C and the collector-to-emitter portion of the transistor.



NOTE: V_{OUT} is an amplified but inverted signal of V_{IN} .

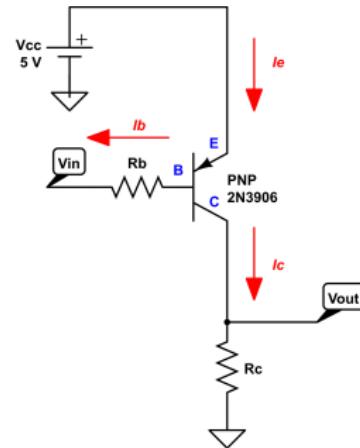
This simple circuit will step-up a 0 - 3.3V output from the microcontroller to 0 - 5.0V (inverted). The low impedance of the output will also provide sufficient current to drive a higher current device (e.g., a relay).



PNP Transistor

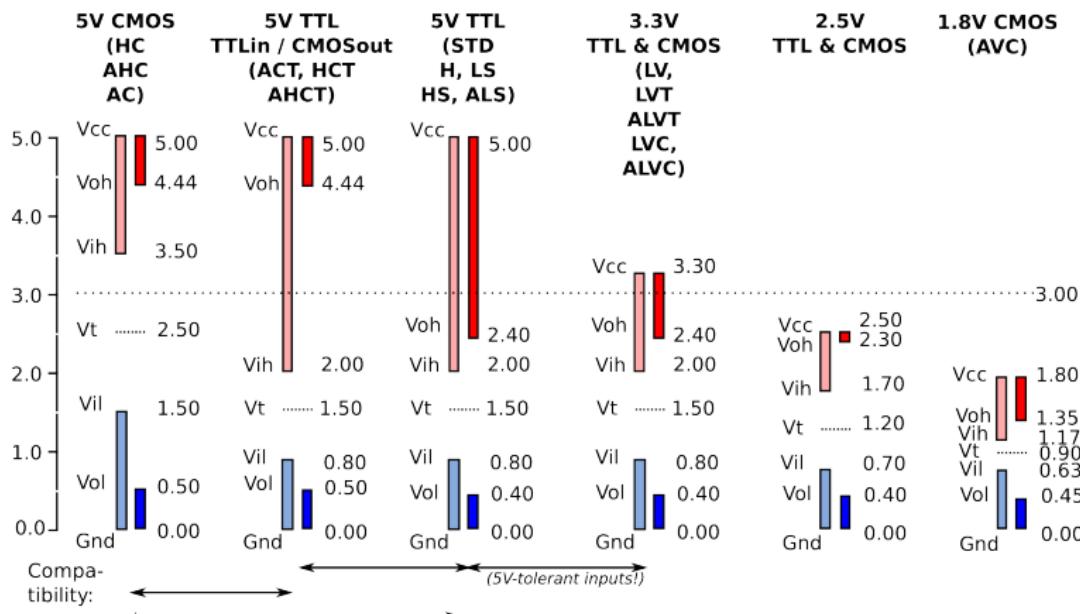
NPN Transistors are more common than PNP for a number of reasons:

- The voltage and current behavior of an NPN transistor is significantly more intuitive.
- When a switch or driver circuit is required, NPNs provide a more straightforward interface to digital output signals (such as a control signal generated by a microcontroller).
- NPNs are higher performance (faster switching speeds) due to higher mobility of electrons vs holes.





Logic Voltage Level Standards



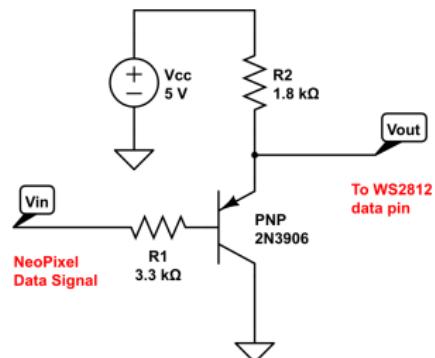
Data source: EETimes, A brief recap of popular logic standards (Mark Pearson, Maxim).

Or, what is wrong with the NeoPixels.



Emitter Follower - Saturation and Cutoff Mode

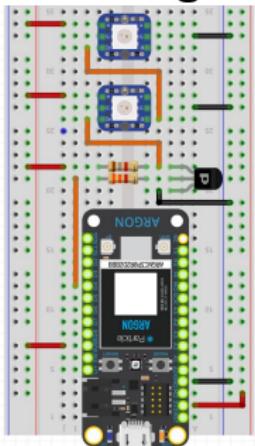
- NeoPixels are designed around 5V CMOS transistors.
 - $V_{IH} > 3.5V$
 - 3.3V Microcontroller
 - $V_{OH} = 3.3V$
- An Emitter Follower (i.e., a PNP transistor wired backwards) is a current amplifier, but will also produce a $V_{OUT} = 3.9V$.
- Alternatively, the first NeoPixel could be sacrificed by reducing its V_{cc} to 4.3V with a diode.



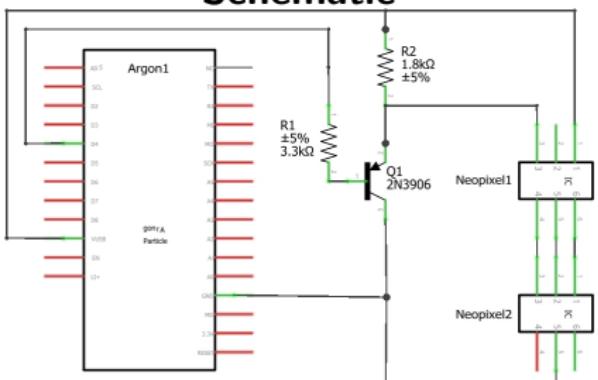


Emitter Follower Layout (using 2N3906 PNP Transistor)

Fritzing



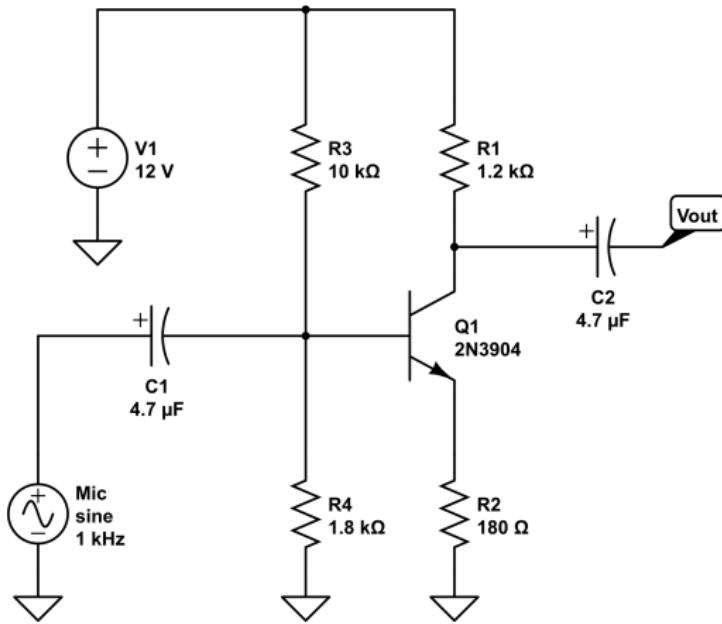
Schematic



fritzing



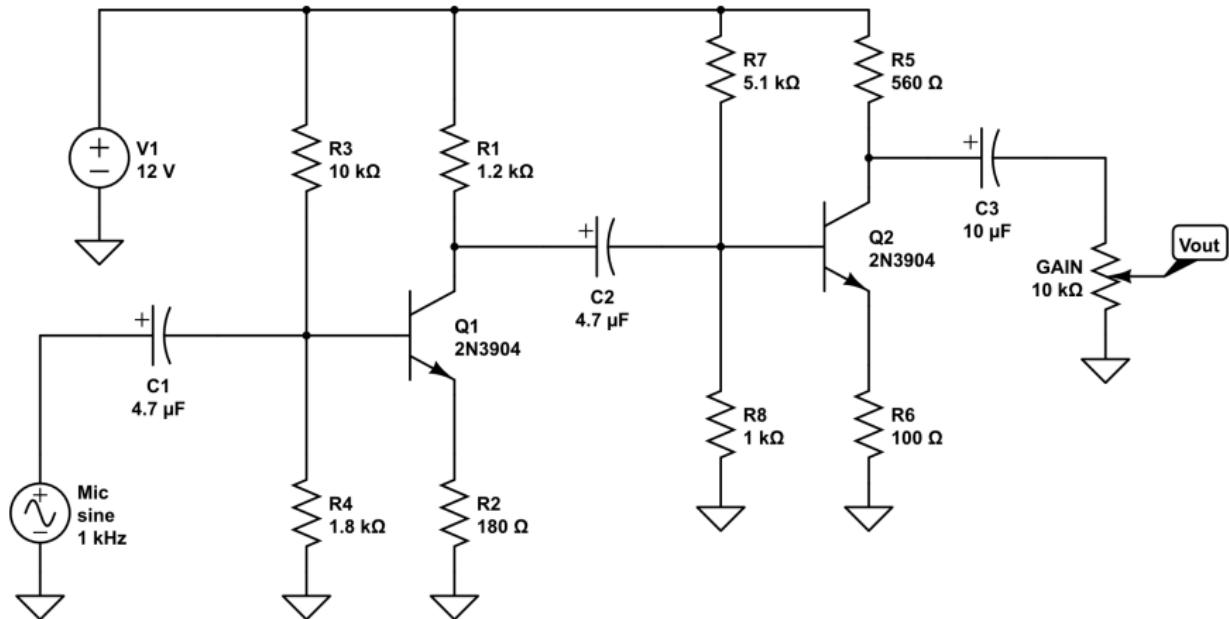
Typical NPN Pre-Amplifier Circuit



This is referred to as a Common Emitter amplifier as the Emitter ground is common to both the input and output voltage. The Common Emitter amplifies both voltage and current.

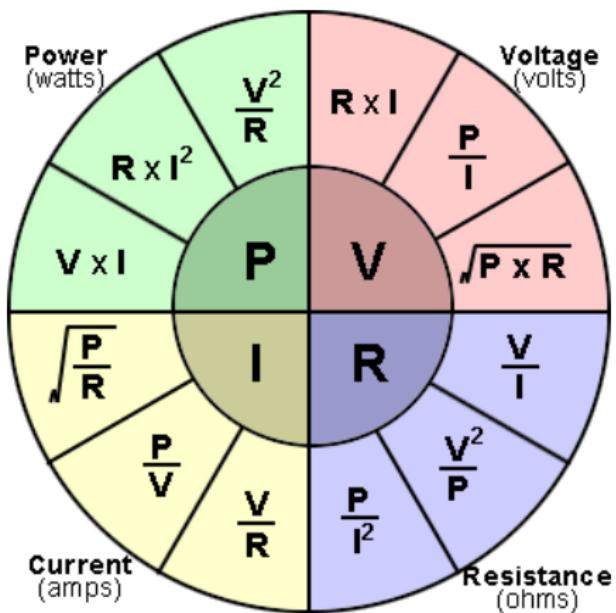


Two Stage Pre-Amplifier





Ohm's Law - Revisited





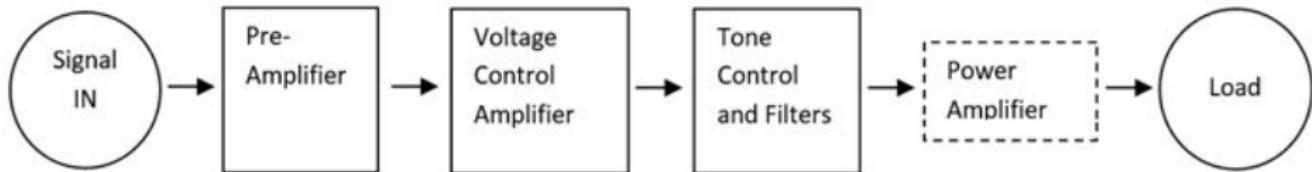
PreAmp vs PowerAmp

PreAmp:

- A preamp boosts the signal up to 'line level'.
- Guitar PreAmp
 - A pure guitar signal typically sounds weak and anaemic, as is seen if a guitar is directly plugged PA system.
 - A preamp is able to raise a guitar's signal up to an audible volume.
 - It can also be used to affect the audio characteristics.

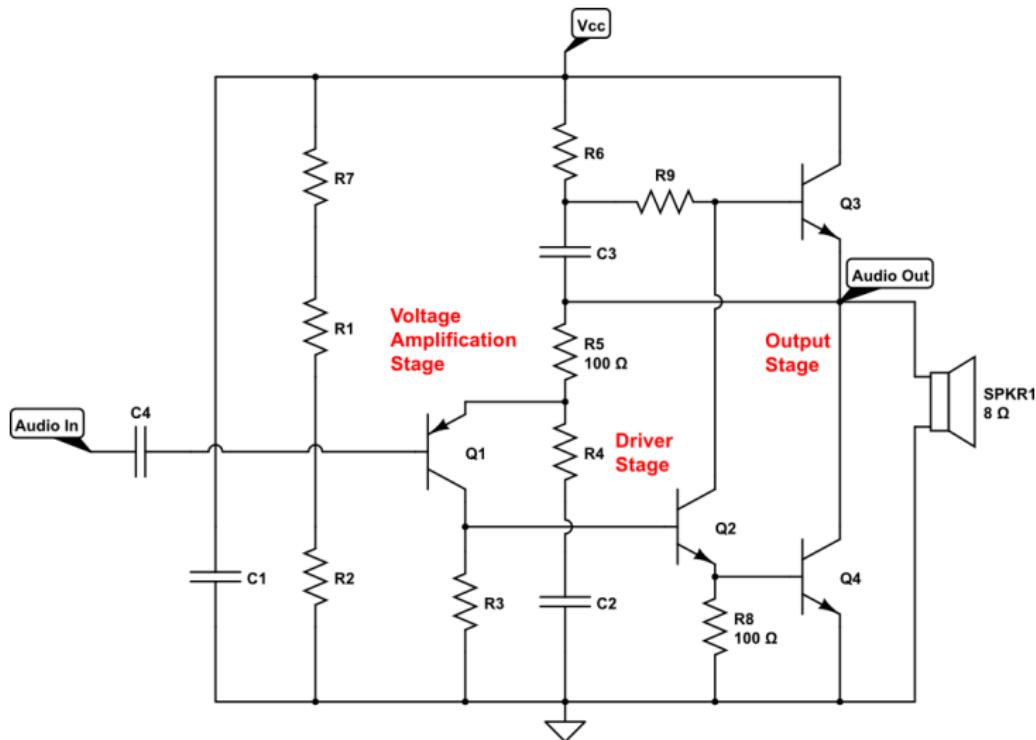
PowerAmp:

- A power amp boosts that line level signal even more – so that it can be projected through speakers.





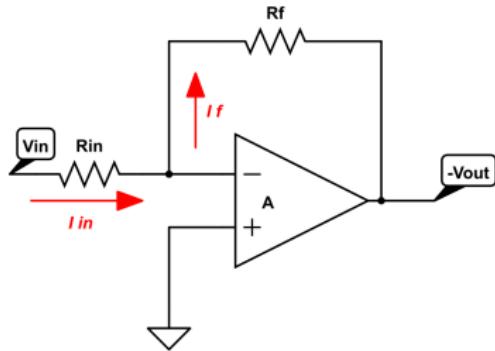
Power Amplifier



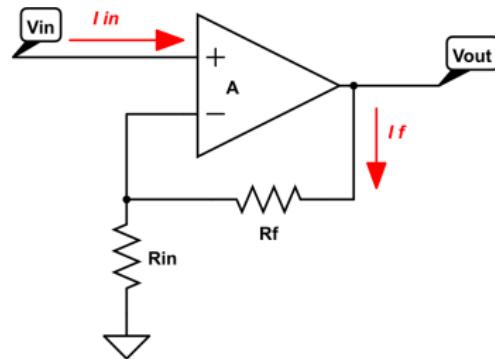


Op Amp Lesson

Inverting Op Amp



Non-inverting Op Amp



$$A = \frac{V_{out}}{V_{in}} = -\frac{R_f}{R_{in}}$$

$$A = \frac{V_{out}}{V_{in}} = 1 + \frac{R_f}{R_{in}}$$

Power the OpAmp with $V^+ = 12V$ and $V^- = 0$



Assignment: L10_Semiconductor

1 L10_01_NeoPixel

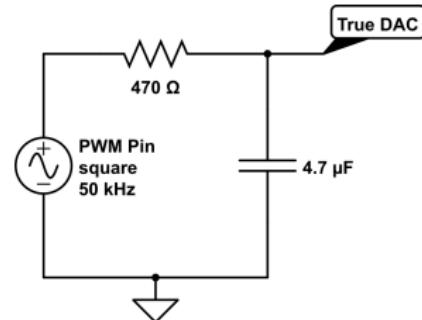
- Add a Emitter-Follower into your NeoPixel circuit to boost the pixel commands to 5V.

2 L10_02_NPNAmp

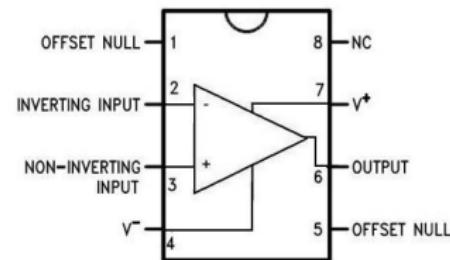
- Using the DAC and code from L05_00_lowPass to create a sine wave output (reduce the amplitude from 127.5 to 30).
- Amplify using an NPN preamp.
- Measure the circuit at each node using the oscilloscope.

3 L10_03_OpAmp

- Replace the NPN preamp with a non-inverting LM741 Op Amp. Use a potentiometer for R_{in} .

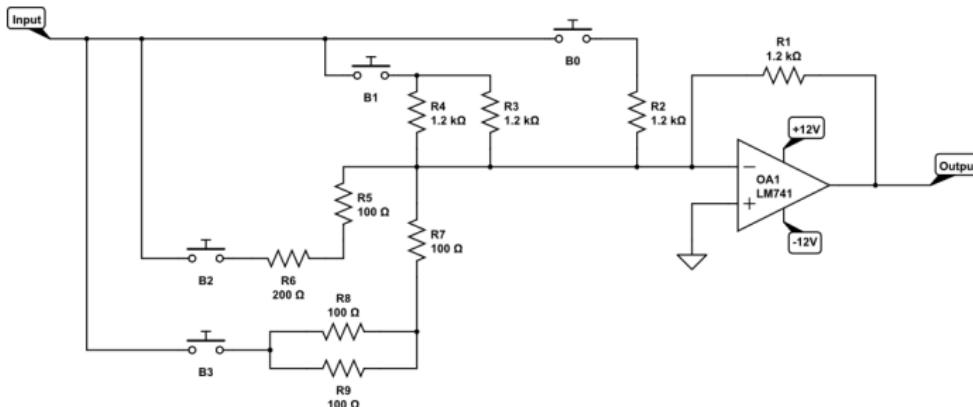


LM741 Pinout Diagram





L10_04_MysteryCircuit (Extra Credit)

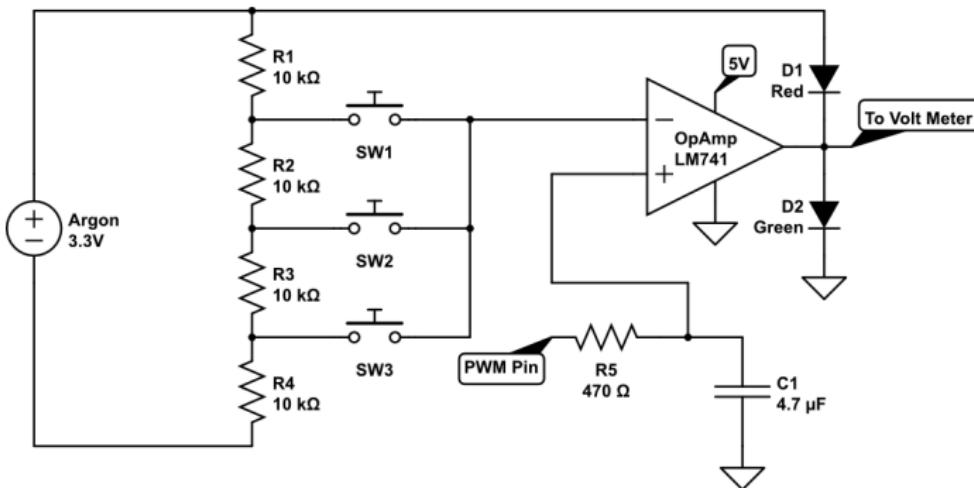


- Layout circuit in Fritzing - there is no Argon in this circuit
- Build and test circuit with input at Oscilloscope station
- Record output voltage for all combinations of buttons presses
- Figure out what it is doing and why it works.

Power the OpAmp with $V^+ = 12V$ and $V^- = -12V$



L10_05_MysteryCircuit2 (Extra Credit)



- Set analogWrite frequency to 50k
- AnalogWrite 1.8V and see the result of different button presses.
- Try different analogWrite voltages

Power the OpAmp with $V^+ = 12V$ and $V^- = 0V$

Module 11 - Sensors



Piezoelectric Elements



- The piezoelectric effect is the appearance of electrical potential (voltage) across the side of a crystal when subject to mechanical stress.
- Conversely, a crystal becomes mechanically stressed (deformed in shape) when a voltage is applied across opposite faces.
- By utilizing an `analogRead()`, the voltage (and thus the amount of pressure on the crystal) can be measured.



Assignment: Carnival Game



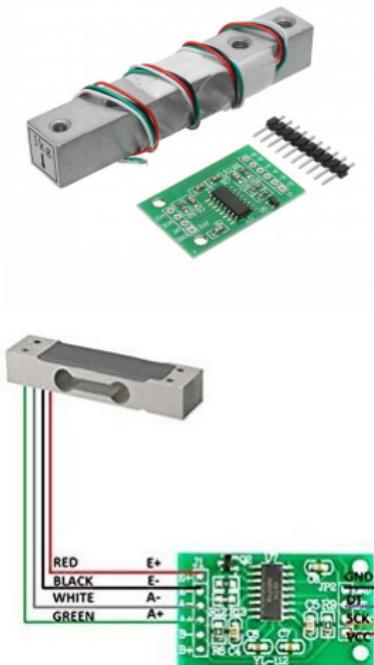
- Notebook: schematic
- Fritzing diagram
- Wire your circuit
- Write the code

① L11_01_HighStriker

- Connect the piezo sensor and the NeoPixel tower to the Argon
- Each time the piezo is struck, find the maximum voltage generated.
- Light up the NeoPixel tower proportional to the force the piezo is struck with.



Load Cells

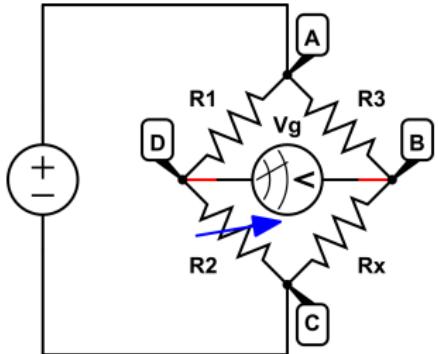


- ① A load cell is a force transducer. It converts a force such as tension, compression, pressure, or torque into an electrical signal that can be measured and standardized. As the force applied to the load cell increases, the electrical signal changes proportionally. The most common types of load cells used are hydraulic, pneumatic, and strain gauge.
- ② The HX711 module is a precision 24-bit analog-to-digital converter (ADC) designed for weigh scales and industrial control applications to interface directly with a bridge sensor.



Wheatstone Bridge

- ① The Wheatstone bridge was invented by Samuel Hunter Christie in 1833 and improved and popularized by Sir Charles Wheatstone in 1843.
- ② A Wheatstone bridge is an electrical circuit used to measure an unknown electrical resistance by balancing two legs of a bridge circuit, one leg of which includes the unknown component.
- ③ The primary benefit of the circuit is its ability to provide extremely accurate measurements (in contrast with something like a simple voltage divider).



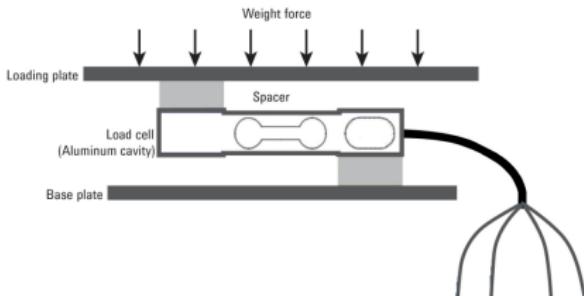


HX711A Library

```
1 // From the Command Palette install the HX711A library, that will give you HX711.h
2 #include "HX711.h"
3 HX711 myScale(DT,CLK);      // any two digital pins
4
5 const int CAL_FACTOR=1000; //changing value changes get_units units (lb, g, ton, etc.)
6 const int SAMPLES=10; //number of data points averaged when using get_units or get_value
7
8 float weight, rawData, calibration;
9 int offset;
10
11 void setup() {
12     myScale.set_scale();           // initialize loadcell
13     delay(5000);                // let the loadcell settle
14     myScale.tare();              // set the tare weight (or zero)
15     myScale.set_scale(CAL_FACTOR); //adjust when calibrating scale to desired units
16 }
17
18 void loop() {
19     // Using data from loadcell
20     weight = myScale.get_units(SAMPLES); // return weight in units set by set_scale();
21     delay(5000)                      // add a short wait between readings
22
23     // Other useful HX711 methods
24     rawData = myScale.get_value(SAMPLES); // returns raw loadcell reading minus offset
25     offset = myScale.get_offset();       // returns the offset set by tare();
26     calibration = myScale.get_scale();   // returns the cal_factor used by set_scale();
27 }
```



Assignment: L11_Sensor (Learn to Calibrate)



① L11_02_Scale

- Notebook: schematic
 - Fritzing diagram
 - Wire your circuit
 - Write the code
- Set initial CAL_FACTOR to 1000 and measure a known weight. (Note: one cup of water (in a paper cup) is approx. 244 g).
 - Adjust CAL_FACTOR until you get the expected measurement in grams.
 - Post data to Adafruit.io and/or ThingSpeak™
 - Optional: Send text via IFTTT.



More DataTypes - Strings, strings, and char[]

```
1 // A string (lowercase 's') is an array of characters
2 char lastName[7] = "Rashap";
3 char firstName[6] = {'B', 'R', 'I', 'A', 'N'};
4 char name[12];
5
6 //The "*" indicates a pointer, which we will learn about later
7 char *myName = "Brian";
8
9 // A String is a Class that holds a character array
10 String instructor = "BRIAN RASHAP";
11
12 void setup() {
13   Serial.begin();
14
15   Serial.printf("lastName = %s, %i\n", lastName, sizeof(lastName));
16   Serial.printf("firstName = %s, %i\n", firstName, sizeof(firstName));
17   Serial.printf("name = %s, %i\n", name, sizeof(name));
18   Serial.printf("myName = %s, %i\n", myName, sizeof(myName));
19
20   // We can not use %s for the variable instructor, why?
21 }
```

```
Serial monitor opened successfully:
lastName = Rashap, 7
firstName = BRIAN, 6
name = , 12
myName = Brian, 4
```



Too Much Time On My Hands

When the Particle Argon connects to the Particle Cloud, it synchronizes its clock to the current time.

```
1 // Declare Global Variables in Header
2 String DateTime, TimeOnly;
3
4 void setup() {
5     Time.zone(-7);           // MST = -7, MDT = -6
6     Particle.syncTime();    // Sync time with Particle Cloud
7 }
8
9 void loop() {
10    DateTime = Time.timeStr();           //Current Date and Time from Particle Time class
11    TimeOnly = DateTime.substring(11,19); //Extract the Time from the DateTime String
12
13 // %s prints an array of char
14 // the .c_str() method converts a String to an array of char
15 Serial.printf("Date and time is %s\n",DateTime.c_str());
16 Serial.printf("Time is %s\n",TimeOnly.c_str());
17
18 delay(10000); //only loop every 10 seconds
19 }
```

To learn more about the String Class: <https://www.arduino.cc/reference/en/language/variables/data-types/stringobject/>

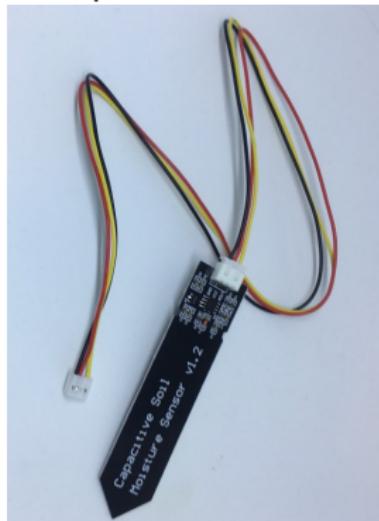


Soil Moisture Sensors

Resistive Sensor



Capacitive Sensor





Assignment: Moisture Probe



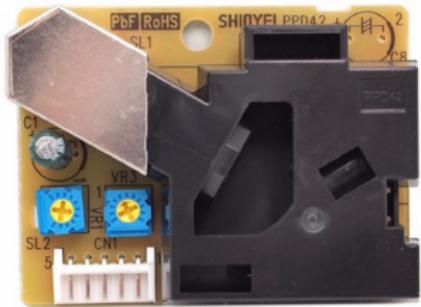
- Notebook: schematic
- Fritzing diagram
- Wire your circuit
- Write the code

① L11_03_Moisture

- Using the Capacitive Soil Moisture probe, in your notebook note the moisture readings when:
 - Empty Cup
 - Submerged in water to the notch
 - Dry Soil
 - Soil after watered
- Display the moisture to the OLED with a Time-stamp.



Seeed Sensors



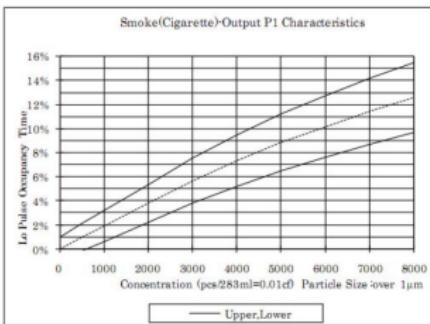
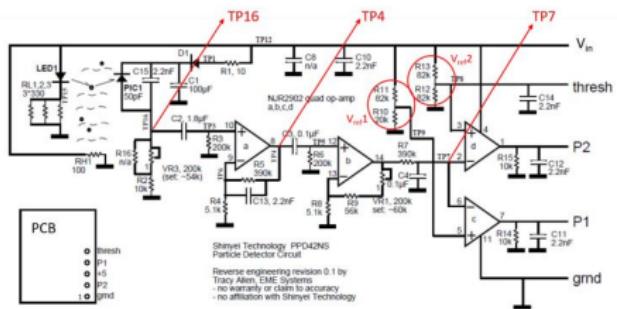
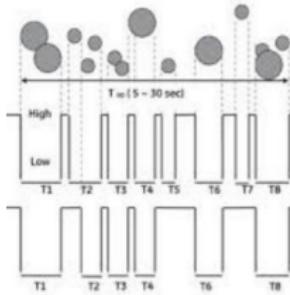
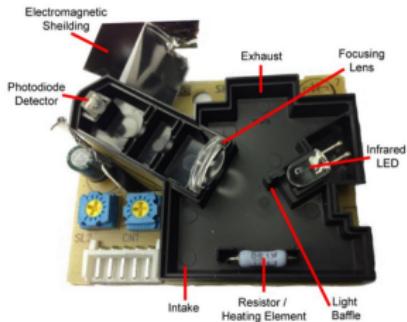
Seeed Grove - Dust Sensor



Seeed Grove - Air Quality
Sensor v1.3

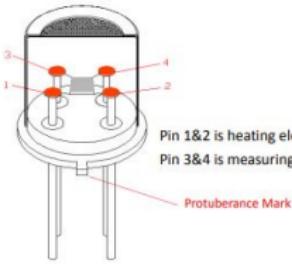


Shinyei PPD42NS low-cost dust sensor

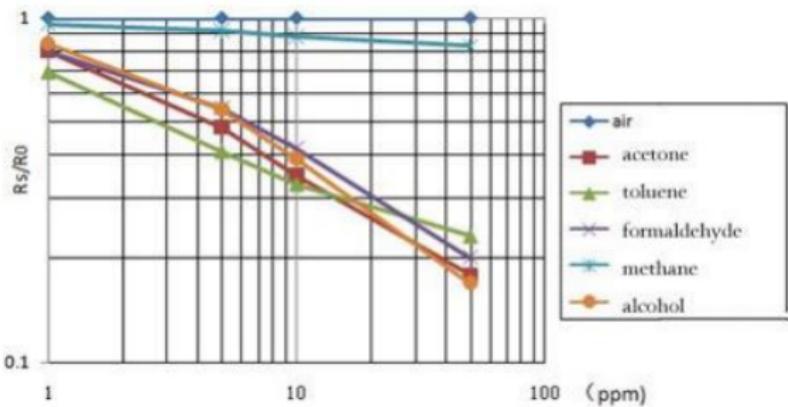




MP-503 Air Quality Sensor



Pin 1&2 is heating electrode,
Pin 3&4 is measuring electrode.





Seeed Assignment



- Notebook: schematic
- Fritzing diagram
- Wire your circuit
- Write the code

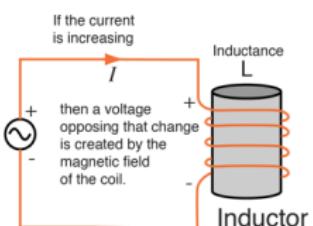
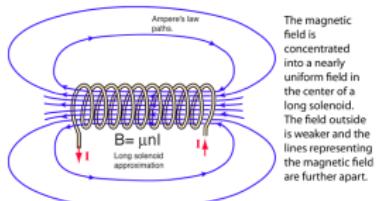
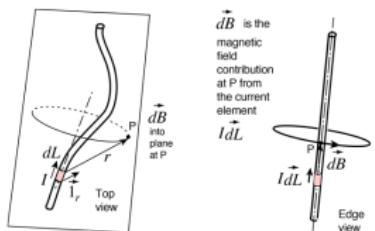
① L11_04_SeedSensors

- Look up the Seeed sensors online to see how they work.
- Do not blindly copy the examples. Only use the code you need.
- By looking at the .cpp code, determine how to get a quantitative value for air quality, in addition to the qualitative level.
- Display air quality and particulate concentration to an Adafruit.io dashboard.

Midterm 2 - House Plant Watering System



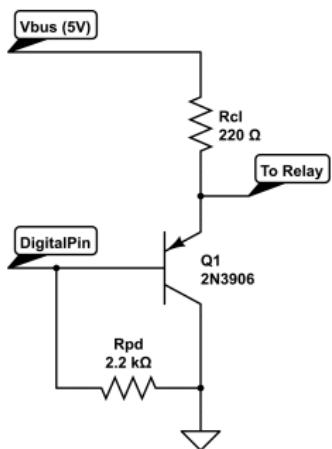
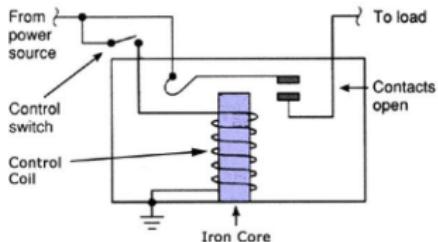
Inductors



- Current flowing in a wire produces a magnetic field (B) around the wire (from Ampere's Law).
- Wire wrapped into a coil produces a magnetic field that resembles a bar magnet through the center of the coil.
- Also, in a coil, this magnetic field produces an effect known as Inductance (L) that opposes changes in electric current.



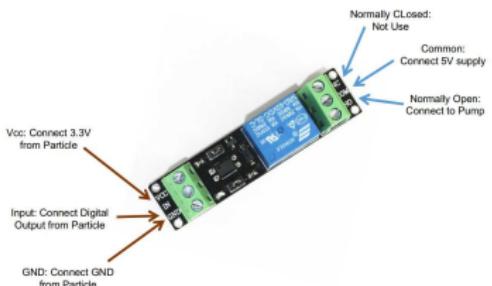
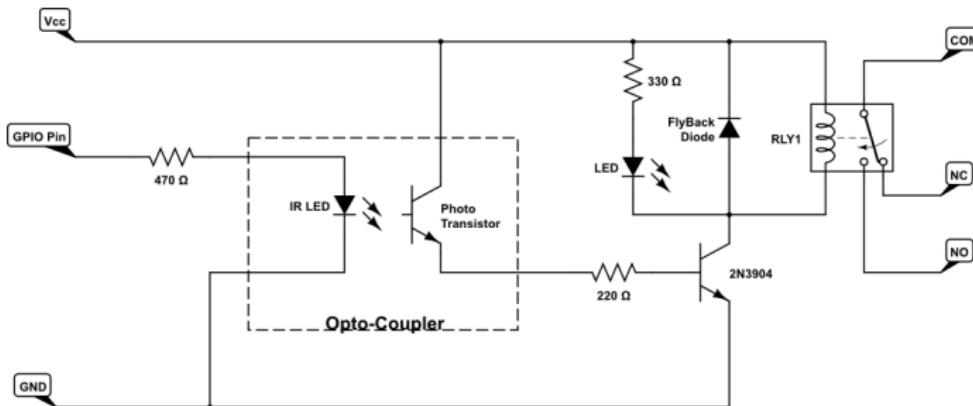
Relays



- When a device (e.g. a pump) requires higher voltage ($> 5V$) or higher current, then a relay can be used as a switch for the device
- The relay is activated by a digital pin from the microcontroller.
 - However, as the relay requires 100mA from the digital pin. To provide sufficient current, use a current amplifying emitter follower to draw current directly from the USB connection (V_{BUS}).



Optocoupled Relay

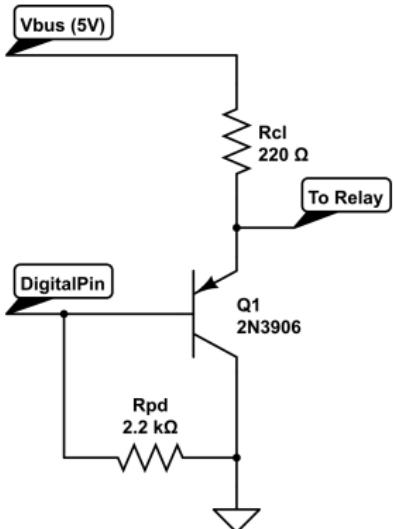


- Optocoupler isolates the relay load (which could be up to 240V) from the microcontroller electronics.



Smart Houseplant Watering System

Design



2N3906 Emitter Follower

① Components:

- 2N3906 Emitter Follower and Relay
- BME280 and SEEED sensors
- OLED Display

② Publish soil moisture and room environmental data to a new dashboard.

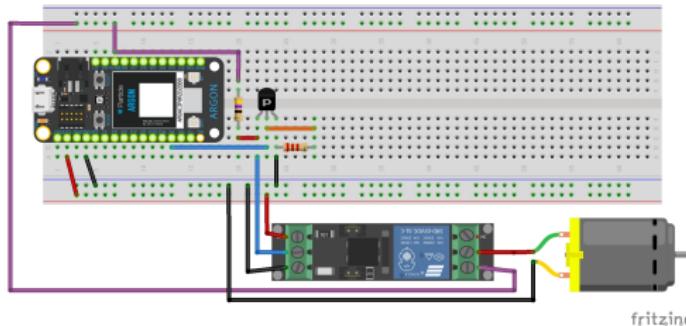
③ Automatically water your plant when the soil is too dry.

- Only turn on the pump for a very short period of time ($\frac{1}{2}$ sec).

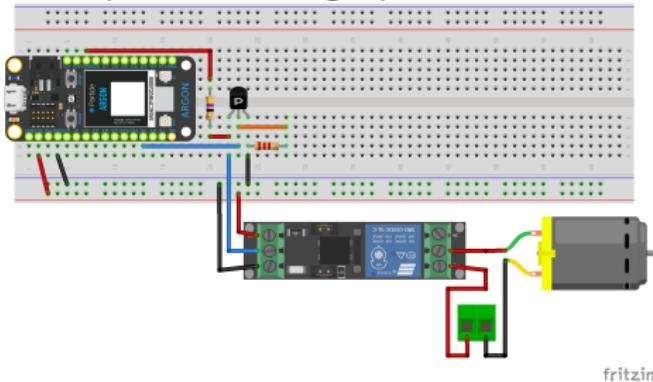
④ Integrate a button into your dashboard that manually waters the plant.



Relay and Pump Fritzing Diagram



If V_{BUS} doesn't provide enough power, add external supply.





Midterm 2 Continued

① Integrate the entire system

- Create a user friendly Adafruit.io dashboard
- Buy and/or create a structure to hold the plant, pump, and sensors.
- Integration of SMS/email messaging using Zapier (following slides).
- Video demo your Plant Watering System

② Add to your portfolio

- Add the project to your Hackster.io feed.
- Create your own Github repository with a copy of your final project folder.
- Don't forget the .gitignore

③ Class presentation - hackster, video demo, dashboard



Online Integrations Using Zapier



Zapier is an online automation tool that connects your favorite apps, such as Outlook, Slack, Mailchimp, and more. You can connect two or more apps to automate repetitive tasks.



Zapier Example



```
Adafruit_MQTT_Subscribe *subscription;
while ((subscription = mqtt.readSubscription(10000))) {
    if (subscription == &gotmail) {
        Serial.printf("You Got Mail \n");
        digitalWrite(D7, HIGH);
        flagServo.write(90);
        delay(10000);
        digitalWrite(D7, LOW);
        flagServo.write(5);
    }
}
```

- ➊ Create an Zapier account using your cnm.edu email and sign up for the 14-day "Professional" trial.
- ➋ Use the Zapier instructions in class_materials to light up your D7 LED when new mail arrives in your cnm.edu Outlook account.
- ➌ Add to your Midterm project to send yourself an SMS text whenever your soil is too dry. In Zapier:
 - Create Feed Trigger from Adafruit.io.
 - Add a "Only Continue If..." .
 - Add a Send to SMS action.

[https://zapier.com/
apps/adafruit-io/
integrations/sms](https://zapier.com/apps/adafruit-io/integrations/sms)

Module 12 - Memory: Bit, Bytes, and More



Counting Sheep





Negative Numbers

Question: How are negative numbers represented in binary?

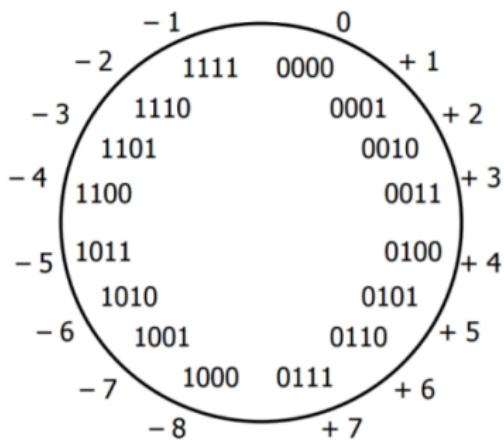
| Type | Storage size | Value range |
|----------------|--------------|--|
| char | 1 byte | -128 to 127 or 0 to 255 |
| unsigned char | 1 byte | 0 to 255 |
| signed char | 1 byte | -128 to 127 |
| int | 2 or 4 bytes | -32,768 to 32,767 or -2,147,483,648 to 2,147,483,647 |
| unsigned int | 2 or 4 bytes | 0 to 65,535 or 0 to 4,294,967,295 |
| short | 2 bytes | -32,768 to 32,767 |
| unsigned short | 2 bytes | 0 to 65,535 |
| long | 4 bytes | -2,147,483,648 to 2,147,483,647 |
| unsigned long | 4 bytes | 0 to 4,294,967,295 |

Answer: Left-most bit is 1 to signify negative. But wait...



2's Compliment

2's compliment is used as it makes the math consistent.



| Integer | | 2's Complement |
|---------|----------|----------------|
| Signed | Unsigned | |
| 5 | 5 | 0000 0101 |
| 4 | 4 | 0000 0100 |
| 3 | 3 | 0000 0011 |
| 2 | 2 | 0000 0010 |
| 1 | 1 | 0000 0001 |
| 0 | 0 | 0000 0000 |
| -1 | 255 | 1111 1111 |
| -2 | 254 | 1111 1110 |
| -3 | 253 | 1111 1101 |
| -4 | 252 | 1111 1100 |
| -5 | 251 | 1111 1011 |

The negative plus the positive equals zero.



Bitwise Operations

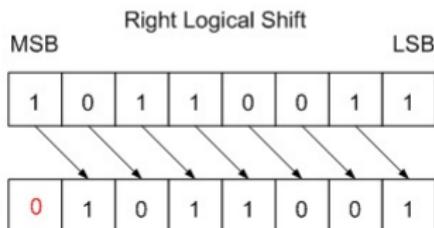
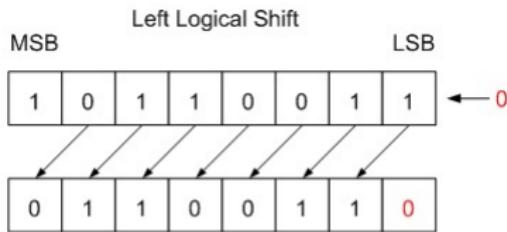
The following table lists the Bitwise operators supported by C. Assume variable 'A' holds 60 and variable 'B' holds 13, then –

| Operator | Description | Example |
|----------|--|---|
| & | Binary AND Operator copies a bit to the result if it exists in both operands. | $(A \& B) = 12$, i.e., 0000 1100 |
| | Binary OR Operator copies a bit if it exists in either operand. | $(A B) = 61$, i.e., 0011 1101 |
| ^ | Binary XOR Operator copies the bit if it is set in one operand but not both. | $(A ^ B) = 49$, i.e., 0011 0001 |
| ~ | Binary One's Complement Operator is unary and has the effect of 'flipping' bits. | $(\sim A) = \sim(60)$, i.e., 1100 0011 |
| << | Binary Left Shift Operator. The left operand's value is moved left by the number of bits specified by the right operand. | $A << 2 = 240$ i.e., 1111 0000 |
| >> | Binary Right Shift Operator. The left operand's value is moved right by the number of bits specified by the right operand. | $A >> 2 = 15$ i.e., 0000 1111 |

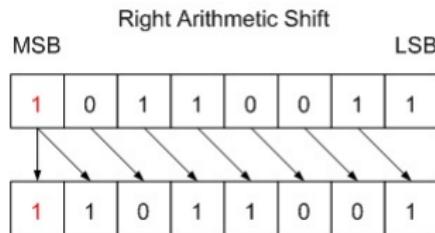
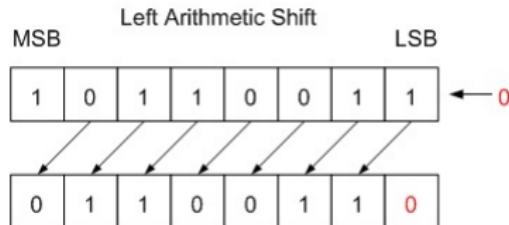


Bit Shifting

Logical Bit Shift



Arithmetic Bit Shift

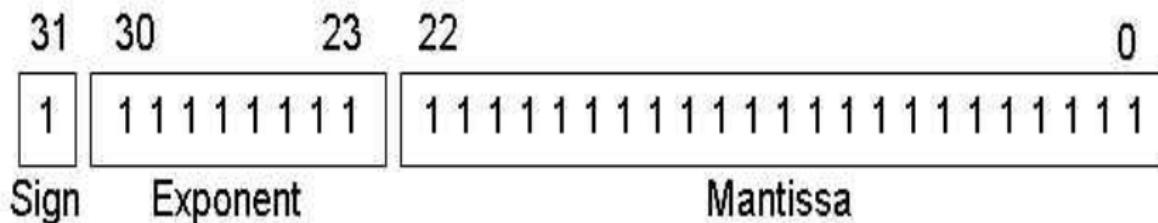


Whether the logical or arithmetic right shift is used depends on the datatype of the variable (unsigned or signed).



BONUS: But what about Floating Point

IEEE-754 Floating Point



Example: In scientific notation: $-36382.36 = -3.638236 \times 10^4$
 With binary exponential equals $-1 \times 1.1103014945983887 \times 2^{15}$

- Sign: Negative = 1
- Exponent: 15 = 10001110 (with an exponent bias of 10000000)
- Mantissa: 11103014945983887 = 000011100001111001011100

Floating point representation is: 11000111000011100001111001011100



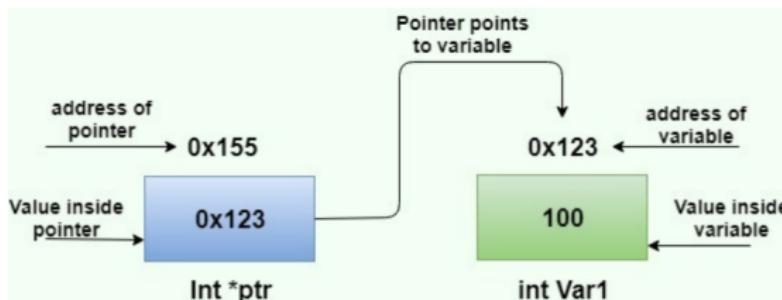
Electrically Erasable Programmable Read Only Memory

EEPROM emulation allows small amounts of data to be stored and persisted even across reset, power down, and user and system firmware flash operations. Since the data is spread across a large number of flash sectors, flash erase-write cycle limits should not be an issue in general.

```
1 len = EEPROM.length(); //available EEPROM bytes
2 // Argons have 4096 bytes of emulated EEPROM.
3 // Addresses 0x0000 through 0xFFFF
4
5 addr = 0x00AE;      //addr between 0 and len-1
6
7 val = 0x45;
8 EEPROM.write(addr, val);
9
10 value = EEPROM.read(addr);
```



Pointers



- ① A pointer is a variable whose value is the address of another variable.
- ② When you declare a pointer, the `*` symbol denotes that this variable is a pointer variable. For example:
 - Pointer to an Integer: `int *ptr;`
- ③ Reference operator (`&`) gives the address of a variable.
- ④ To get the value stored in the memory address, we use the dereference operator (`*`).



Pointers

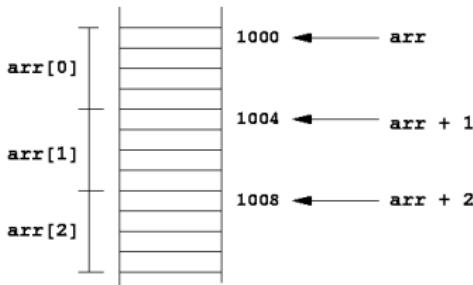
```
1 int data = 13;
2 int data2;
3 int *ptr;
4
5 void setup() {
6   Serial.begin(9600);
7   delay(1000);
8   ptr = &data;           //point ptr to the memory location of data
9   data2 = *ptr;          //set data2 to value of data (13)
10
11 // Print the Value and Address of the Variables
12 Serial.printf("Variable      Value      Address \n");
13 Serial.printf("  data        %i        0x%X  \n",data, &data);
14 Serial.printf("  ptr         0x%X        0x%X  \n",ptr, &ptr);
15 Serial.printf("  data2       %i        0x%X  \n",data2,&data2);
16 }
```

Serial monitor opened successfully:

| Variable | Value | Address |
|----------|------------|------------|
| data | 13 | 0x2003E380 |
| ptr | 0x2003E380 | 0x2003E3F4 |
| data2 | 13 | 0x2003E3F0 |



Pointers and Arrays



```
1 int arr[] = {100, 200, 300};  
2  
3 void loop() {  
4     // Compiler converts below to *(arr + 2).  
5     Serial.printf("%i \n", arr[2]);  
6  
7     // So below also works.  
8     Serial.printf("%i \n", *(arr + 2));  
9 }
```

When an array (`arr[]`) is declared, the variable is a pointer to the first element of a continuous block of memory. In this case there are 3 elements, each 4-bytes in size, for a total of 12-bytes.



Finding Average of an Array

```
1 // This function finds the average of an array.  
2 // The array is passed to it as a pointer.  
3  
4 float getAverage(int *array ,int size) {  
5     int j;  
6     float total=0;  
7     for(j=0;j<size;j++) {  
8         total += array[j];  
9     }  
10    return total/size;  
11 }
```



Finding Average of Arrays in Action

```
1 int xArray[4], yArray[256];
2 int *pointerX, *pointerY;
3 float average;
4 int i, sizeX, sizeY;
5
6 void setup() {
7   pointerX=&xArray[0];
8   sizeX=sizeof(xArray)/4;
9   pointerY=&yArray[0];
10  sizeY=sizeof(yArray)/4;
11  for(i=0;i<sizeX;i++) {
12    xArray[i] = random(0,255);
13  }
14  for(i=0;i<sizeY;i++) {
15    yArray[i] = random(256,512);
16  }
17  average = getAverage(pointerX, sizeX);
18  average = getAverage(pointerY, sizeY);
19 }
```

```
Array X Average = 162.50
Array Y Average = 388.35
xArray[0] value: 173, *pointerX: 173, pointerX: 0x2003E3DC
xArray[1] value: 179, *(pointerX+1): 179, pointerX+1: 0x2003E3E0
xArray[2] value: 110, *(pointerX+2): 110, pointerX+2: 0x2003E3E4
xArray[3] value: 188, *(pointerX+3): 188, pointerX+3: 0x2003E3E8
```



Returning Multiple Values from a Function

Arguments can be passed to a function by reference; thus, allowing multiple parameters to be returned by a function.

```
1 const int BILLBUTTON = D4;
2 float table1, table2; // subtotal for each table
3 float tax1, tax2, tip1, tip2;
4 bool billReady;
5
6 void calcBill(float subtotal, float *tax, float *suggestedTip);
7
8 void setup() {
9     // NOT SHOWN: Setup of Serial Monitor, pinMode, etc.
10    table1 = 23.76;
11    table2 = 47.29;
12 }
13
14 void loop() {
15     billReady = digitalRead(BILLBUTTON);
16     if(billReady) {
17         calcBill(table1,&tax1,&tip1); // pass by reference, memory address sent to function
18         calcBill(table2,&tax2,&tip2); // the function uses pointers to place values in memory
19         Serial.printf("Table1\nSubtotal:%0.2f\nTax:%0.2f\nSuggested Tip:%0.2f\n",table1,tax1,
19         tip1);
20     }
21 }
22
23 void calcBill(float subtotal, float *tax, float *suggestedTip) {
24     *tax = subtotal * 0.07;
25     *suggestedTip = subtotal * 0.18;
26 }
```



memcpy(), (char *), and strtol()

```
1 int color;
2 byte data[] = {0x23,0x42,0x41,0x34,0x32,0x35,0x44,0x39,0x35};
3 byte buf[6];
4
5
6 /* memcpy() - copy from specific memory locations to new locations
7 *   memcpy(to, from, size);
8 *     to -> pointer to starting address of where to copy to
9 *     from -> pointer to starting address of where to copy from
10 *    size -> number of btyes to copy
11 */
12
13 memcpy(buf, &data[1],6);      //copy bytes 1 through 6 and place in buf
14
15 /* (char *) - typecasting a data type to a char-type pointer */
16
17 Serial.printf("Converting the data array to ascii symbols returns %s,\n",(char *)data);
18
19
20 /* strtol() - string to long - similar to atoi()
21 *   strtol(charString, end, base)
22 *     charString -> string that contains number to be converted
23 *     end -> character to end conversion on (set to NULL)
24 *     base -> base of integer (16 for hex)
25 */
26
27 color = strtol((char *)buf,NULL,16); // convert string to int (hex)
```



EXAMPLE: Adafruit MQTT Subscribe - Color Picker

Pick a Color



#fa7802

July 14th 2021, 11:23:46AM

Color Data

```
2021/07/14 10:35AM Default ColorSend #1d31e5
2021/07/14 10:36AM Default ColorSend #e51d3f
2021/07/14 11:19AM Default ColorSend #3fe51d
2021/07/14 11:19AM Default ColorSend #3a1de5
2021/07/14 11:20AM Default ColorSend #b826fb
2021/07/14 11:22AM Default ColorSend #f3fb26
2021/07/14 11:23AM Default ColorSend #fa7802
```

```
1 int color;
2 byte buf[6];
3
4 Adafruit_MQTT_Subscribe *subscription;
5 while ((subscription = mqtt.readSubscription(1000))) {
6     if (subscription == &mqttColor) {
7         Serial.printf("Received from Adafruit: %s \n", (char *)mqttColor.lastread);
8         memcpy(buf, &mqttColor.lastread[1], 6);           //strip off the '#'
9         Serial.printf("Buffer: %s \n", (char *)buf);
10        color = strtol((char *)buf, NULL, 16);           // convert string to int (hex)
11        Serial.printf("Buffer: 0x%02X \n", color);
12    }
13 }
```



L12_Memory Assignments



- Notebook:
schematic
- Fritzing diagram
- Wire your circuit
- Write the code

① L12_01_ColorPicker

- Create a feed and dashboard on Adafruit.io using the Color Picker block.
- Subscribe to your Color Picker feed and convert the lastRead() to a integer (hex)
- Light up your NeoPixel ring the received color.
- Using pointers create a function to convert the hex color into individual R,G,B components using Bit Shifting and AND.
- From void loop, store the components of the color as bytes in the Argon's EEPROM.

② L12_02_RetrieveShow

- Retrieve the color from EEPROM memory.
- Convert to a hex color code (for example 0xABCDFF)
- Display the color on the NeoPixel ring using setPixelColor(n,hexColor)



Useful Properties: Identity Element

An identity element is a special type of element of a set with respect to a binary operation on that set, which leaves any element of the set unchanged when combined with it.

Addition:

$$x + 0 = x \quad (1)$$

Multiplication:

$$x * 1 = x \quad (2)$$

Bitwise AND:

$$x \& 1 = x \quad (3)$$

Bitwise OR:

$$x | 0 = x \quad (4)$$



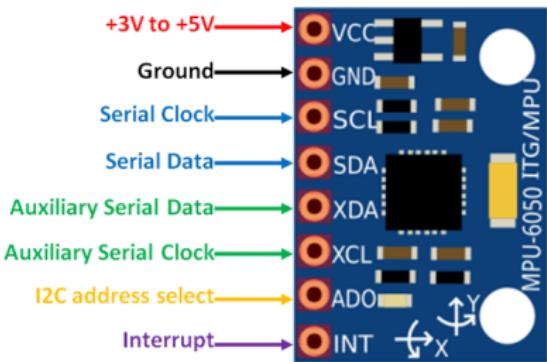
Added Bonus: Array of Functions via Pointers

```
1 //Array of pointers to each of the functions
2 int (* funky[4])(int x, int y) = {add,sub,mult,divi};
3
4 int a,b,answer,i;
5
6 void setup() {
7     Serial.begin(9600);
8 }
9
10 void loop() {
11     a = random(0,100);
12     b = random(0,100);
13     for(i=0;i<4;i++) {
14         answer = funky[i](a,b);
15         Serial.printf("For function %i: a = %i and b = %i equals %i \n",i,a,b,answer);
16         delay(250);
17     }
18     Serial.printf("\n\n\n");
19     delay(3000);
20 }
21
22 // The Functions
23 int add(int x,int y) {return x+y;}
24
25 int sub(int x,int y) {return x-y;}
26
27 int mult(int x,int y) {return x*y;}
28
29 int divi(int x,int y) {return x/y;}
```

Module 13 - Motion



MPU6050 Accelerometer

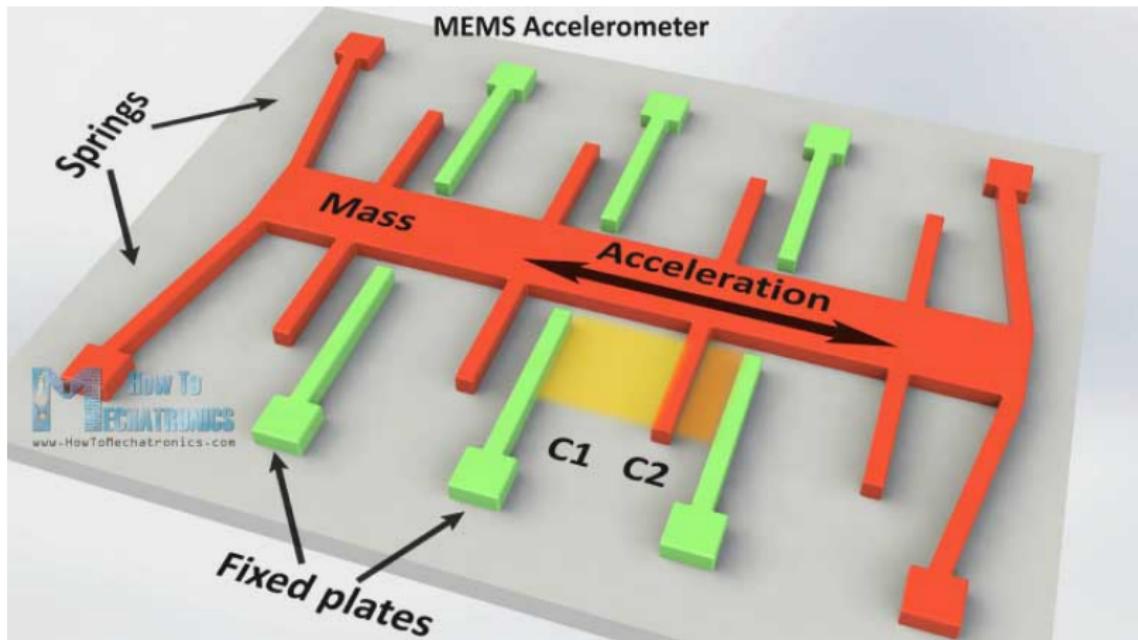


- Data Output - 16 Bit
- Gyros range: $\pm 250 \ 500 \ 1000 \ 2000 \ ^\circ/\text{s}$
- Accel range: $\pm 2 \ \pm 4 \ \pm 8 \ \pm 16 \text{g}$

- The interrupt pin notifies the MPU about available data. To reduce power consumption, the processor can go into sleep mode and the interrupt can be used to wake up the processor.
- XDA and XCL refer to the I2C bus that the MPU-6050 controls, so it can read from slave devices such as magnetometers etc.



Accelerometers





DIP Switches and Register Maps



Remember: serial usb setup-done

Table 18: Memory map

| Register Name | Address | bit7 | bit6 | bit5 | bit4 | bit3 | bit2 | bit1 | bit0 | Reset state |
|------------------|------------|-------------|-----------------|------|------------------|-------------|--------------|-------------|------|-------------|
| hum_lsb | 0xFE | | | | hum_lsb<7:0> | | | | | 0x00 |
| hum_msb | 0xFD | | | | hum_msb<7:0> | | | | | 0x80 |
| temp_xlsb | 0xFC | | temp_xlsb<7:4> | | | 0 | 0 | 0 | 0 | 0x00 |
| temp_lsb | 0xFB | | | | temp_lsb<7:0> | | | | | 0x00 |
| temp_msb | 0xFA | | | | temp_msb<7:0> | | | | | 0x80 |
| press_xlsb | 0xF9 | | press_xlsb<7:4> | | | 0 | 0 | 0 | 0 | 0x00 |
| press_lsb | 0xF8 | | | | press_lsb<7:0> | | | | | 0x00 |
| press_msb | 0xF7 | | | | press_msb<7:0> | | | | | 0x80 |
| config | 0xF5 | t_sb[2:0] | | | filter[2:0] | | | spi3w_en[0] | | 0x00 |
| ctrl_meas | 0xF4 | osrs_t[2:0] | | | osrs_p[2:0] | | mode[1:0] | | | 0x00 |
| status | 0xF3 | | | | measuring[0] | | im_update[0] | | | 0x00 |
| ctrl_hum | 0xF2 | | | | | osrs_h[2:0] | | | | 0x00 |
| calib26.calib41 | 0xE1..0xF0 | | | | calibration data | | | | | individual |
| reset | 0xE0 | | | | reset[7:0] | | | | | 0x00 |
| id | 0xD0 | | | | chip_id[7:0] | | | | | 0x60 |
| calib00..calib25 | 0x88..0xA1 | | | | calibration data | | | | | individual |

| Registers: | Reserved registers | Calibration data | Control registers | Data registers | Status registers | Chip ID | Reset |
|------------|--------------------|------------------|-------------------|----------------|------------------|-----------|------------|
| Type: | do not change | read only | read / write | read only | read only | read only | write only |



REMINDER - Data Types: Numbers

| Data Type | 8-bit AVR systems (Arduino Uno) | | | 32-bit ARM systems (Teensy 3.2) | | |
|-------------|---------------------------------|-------------------------------|---------------------------------|---------------------------------|-------------------------------|---------------------------------|
| | bytes | range (signed) | range (unsigned) | bytes | range (signed) | range (unsigned) |
| char | 1 | -128 to 127 | 0 to 255 | 1 | -128 to 127 | 0 to 255 |
| short | 2 | +/- 32,767 | 0 to 65,353 | 2 | +/- 32,767 | 0 to 65,353 |
| int | 2 | +/- 32,767 | 0 to 65,353 | 4 | +/- 2,147,483,648 | 0 - 4,294,967,295 |
| long | 4 | +/- 2,147,483,648 | 0 - 4,294,967,295 | 4 | +/- 2,147,483,648 | 0 - 4,294,967,295 |
| long long | 8 | +/- 9,223,372,036,854,770,000 | 0 to 18,446,744,073,709,551,615 | 8 | +/- 9,223,372,036,854,770,000 | 0 to 18,446,744,073,709,551,615 |
| float | 4 | 3.4E +/- 38 (7 digits) | n/a | 4 | 3.4E +/- 38 (7 digits) | n/a |
| double | 4 | 3.4E +/- 38 (7 digits) | n/a | 8 | 1.7E +/- 308 (15 digits) | n/a |
| long double | 8 | 1.7E +/- 308 (15 digits) | n/a | 8 | 1.7E +/- 308 (15 digits) | n/a |
| Unambiguous | | | | | | |
| uint8_t | 1 | n/a | 0 to 255 | 1 | n/a | 0 to 255 |
| int8_t | 1 | -128 to 127 | n/a | 1 | -128 to 127 | n/a |
| uint16_t | 2 | n/a | 0 to 65,353 | 2 | n/a | 0 to 65,353 |
| int16_t | 2 | +/- 32,767 | n/a | 2 | +/- 32,767 | n/a |
| uint32_t | 4 | n/a | 0 - 4,294,967,295 | 4 | n/a | 0 - 4,294,967,295 |
| int32_t | 4 | +/- 2,147,483,648 | n/a | 4 | +/- 2,147,483,648 | n/a |

There are 7.5×10^{18} grains of sand on Earth. A long long integer and floating point numbers are larger than this.



Initializing MPU6050

```
1 // Initialize the MPU in the void setup()
2 void setup() {
3     // Begin I2C communications
4     Wire.begin();
5
6     // Begin transmission to MPU-6050
7     Wire.beginTransmission(MPU_ADDR);
8
9     // Select and write to PWR_MGMT1 register
10    Wire.write(0x6B);
11    Wire.write(0x00); // wakes up MPU-6050
12
13    // End transmission and close connection
14    Wire.endTransmission(true);
15 }
```



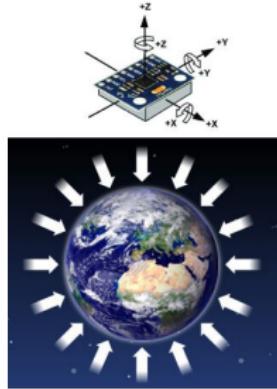
Reading Acceleration Data from the MPU-6050

```
1 // Declare variables
2 byte accel_x_h, accel_x_l;      //variables to store the individual bytes
3 int16_t accel_x;                //variable to store the x-acceleration
4
5 // Set the "pointer" to the 0x3B memory location of the MPU and wait for data
6 Wire.beginTransmission(MPU_ADDR);
7 Wire.write(0x3B); // starting with register 0x3B
8 Wire.endTransmission(false); // keep active.
9
10 // Request and then read 2 bytes
11 // Syntax:
12 //     Wire.requestFrom(I2C_addr, quantity, stop);
13 //     Wire.read(); //repeat this for each byte to be read
14
15 Wire.requestFrom(MPU_ADDR, 2, true);
16 accel_x_h = Wire.read(); // x accel MSB
17 accel_x_l = Wire.read(); // x accel LSB
18
19 accel_x = accel_x_h << 8 | accel_x_l;      // what happens if declared int instead?
20 Serial.printf("X-axis acceleration is %i \n",accel_x);
```

Note: the data is stored in Big Endian Byte Order. The most significant byte (the "big end") of the data is placed at the byte with the lowest address. The rest of the data is placed in the next byte.



Assignment: L13_Motion



- Notebook: schematic
- Fritzing diagram
- Wire your circuit
- Write the code

① L13_01_MP6050

- Read values from the memory addresses associated with X, Y, and Z acceleration.
- Convert the returned acceleration values to standard gravity units (e.g. when flat on the table, $a_z = -1G$).

② L13_02_AutoRotate

- Display date and time on an OLED display.
- Use accel values to auto-rotate the OLED.

③ Extra

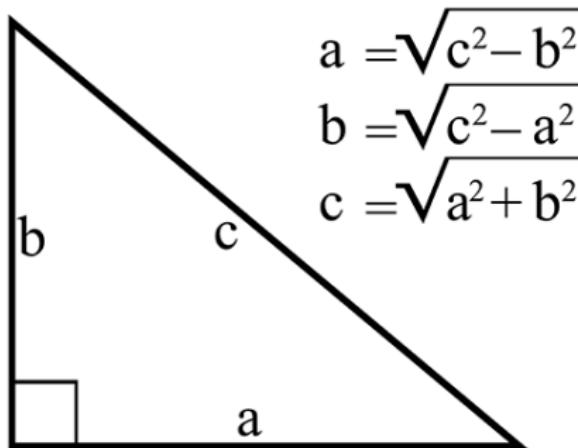
- Modify L13_01_MP6050 to be able to modify range/sensitivity with a button or encoder.



Pythagorean Theorem

The Pythagorean Theorem

$$c^2 = a^2 + b^2$$





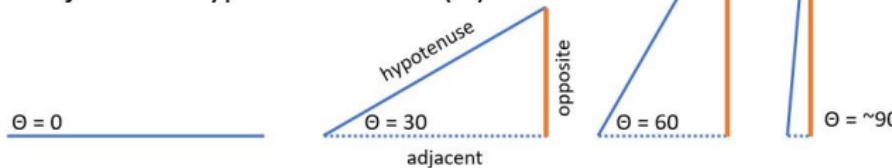
SOH CAH TOA

- $\sin = \text{opposite over hypotenuse}$
- $\cos = \text{adjacent over hypotenuse}$
- $\tan = \text{opposite over adjacent}$

$$\cos(\Theta) = \text{adjacent} / \text{hypotenuse}$$

or

$$\text{Adjacent} = \text{hypotenuse} * \cos(\Theta)$$



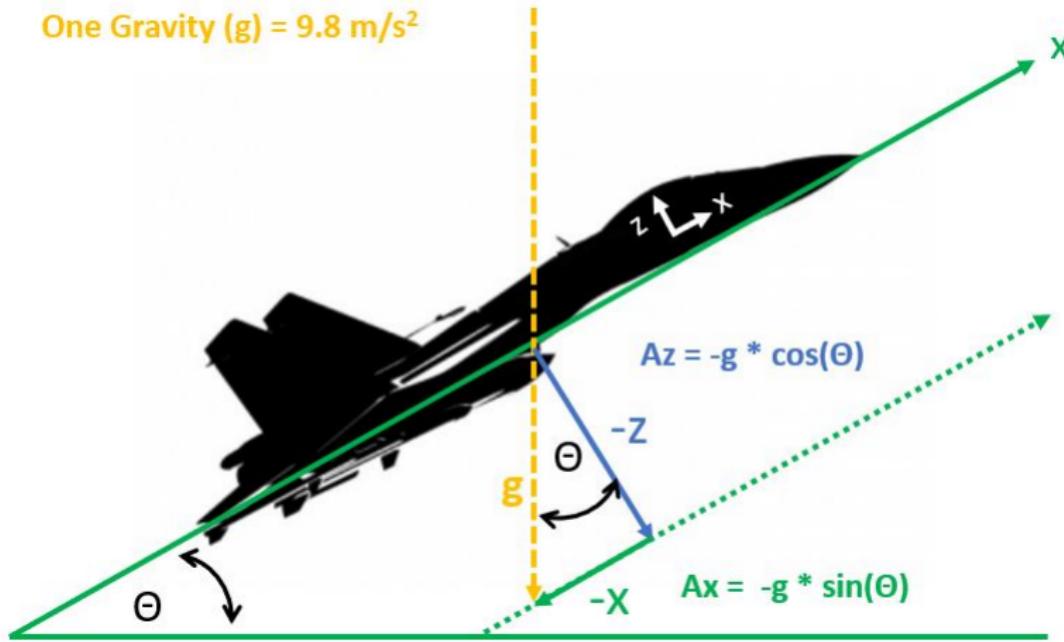
$$\sin(\Theta) = \text{opposite} / \text{hypotenuse}$$

or

$$\text{opposite} = \text{hypotenuse} * \sin(\Theta)$$

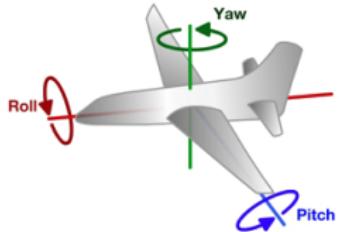


Gravity and Orientation





Assignment: L13_Motion



- Notebook: schematic
- Fritzing diagram
- Wire your circuit
- Write the code

① L13_03_Airplane

- Calculate pitch $\theta = -\arcsin(a_x)$.
- Calculate roll $\phi = \text{atan2}(a_y, a_z)$.

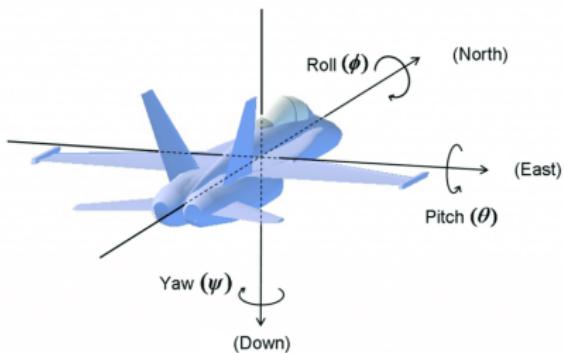
② L13_04_Shock

- Store a_{tot} in an array every 10ms for 5s.
- Find and print the max value from the array.
- Repeat.
- Note: When at rest, the $a_{tot} \approx 1$.

Recall, that trigonometric functions return radians which needs to be converted to degrees. See the Unit Circle slide in L02_HelloLED.



Pitch and Roll Improved



$$\text{Pitch}(\Theta) = \arctan\left(\frac{a_x}{\sqrt{a_y^2+a_z^2}}\right)$$

$$\text{Roll } (\Phi) = \arctan\left(\frac{a_y}{\sqrt{a_x^2+a_z^2}}\right)$$

$$\text{Yaw } (\Psi) = \arctan\left(\frac{\sqrt{a_x^2+a_y^2}}{a_z}\right)$$



Assignment: L13_Motion (Extra Credit)

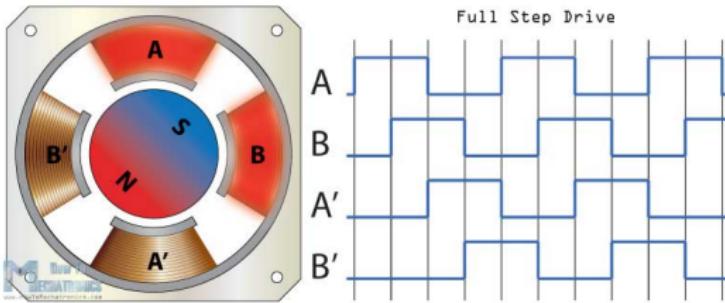


① Modify L13_03_Airplane

- Improve L13_03_Airplane with the more detailed trigonometric equations.
- Use the NeoPixel ring to visualize roll.
- When holding the accelerometer a fixed distance ($\approx 6\text{in}$) from the NeoPixel tower, change pitch and light up the pixel it is pointing at.
- Note: for the 3rd bullet use TOA from SOH-CAH-TOA



Stepper Motors



28BYJ Stepper Motor

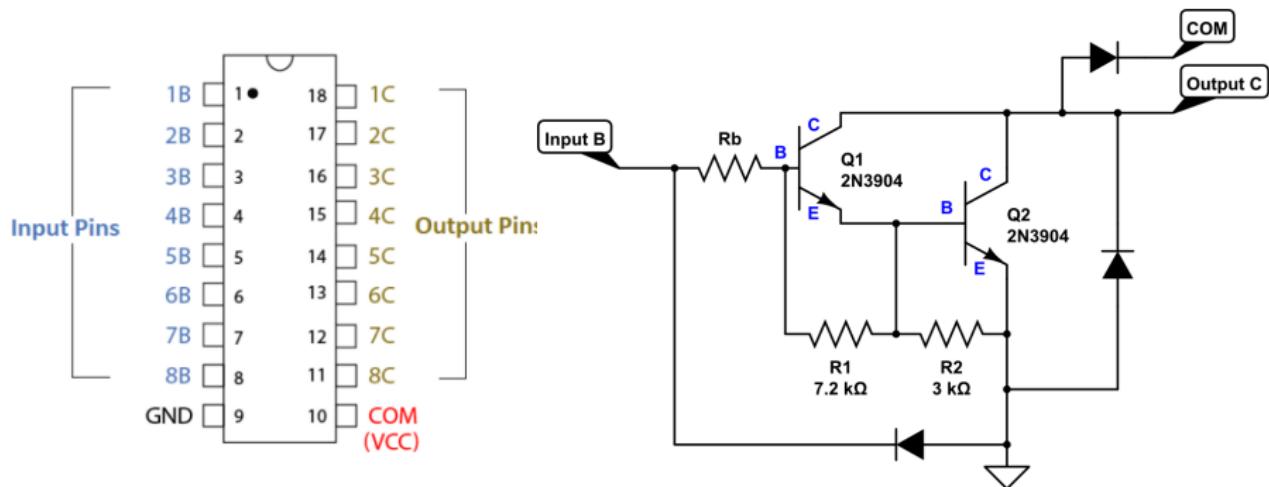
- 2048 steps per revolution
 - 32 steps per rotor revolution
 - Gear ratio 1:64
- Capable of 10-15 RPM (at 5V)
- ULN2003 Darlington Array driver

Stepper.h

- Stepper myStepper (spr,IN1,IN3,IN2,IN4)
- myStepper.setSpeed(speed)
- myStepper.step(steps)



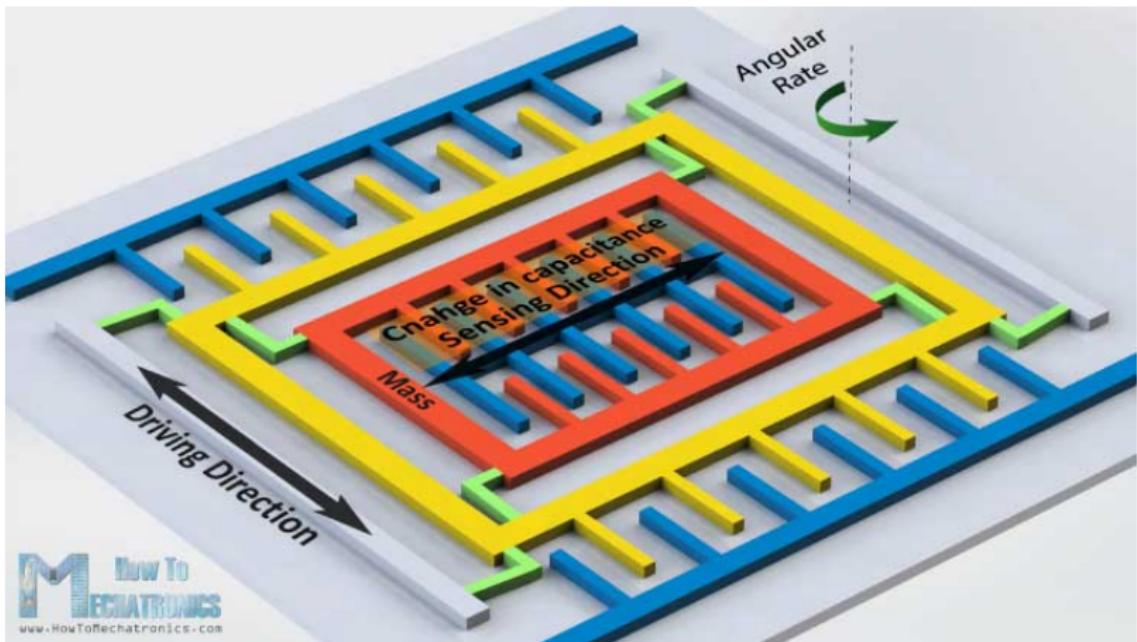
ULN2003 Darlington Array



A Darlington Array is a set of current amplifying circuits that take outputs from the microcontroller and boost the current used to drive the motor.



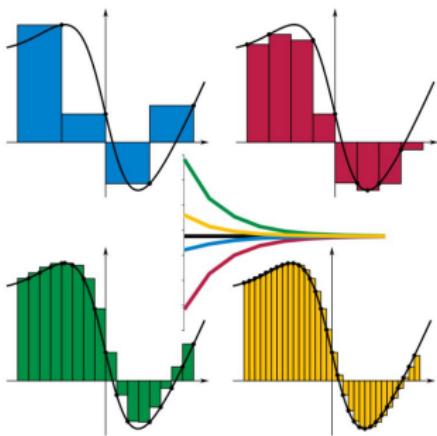
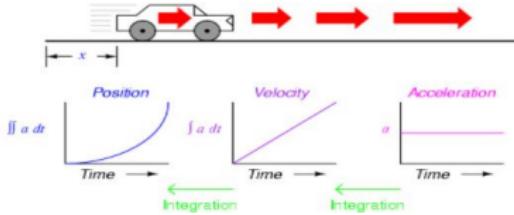
Gyroscopes



The gyroscope measures angular velocity (degrees per second).



Acceleration, Velocity, and Position



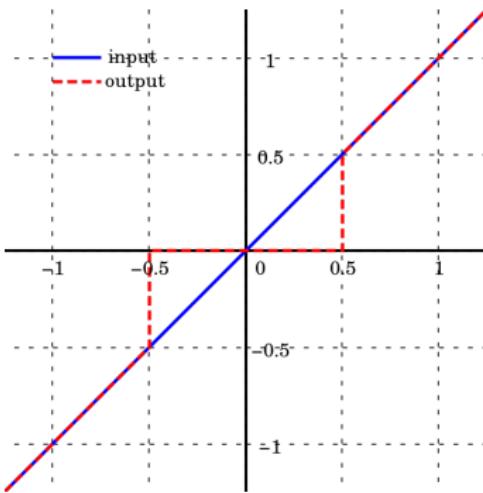
The Reimann Sum method can be used to "integrate" acceleration to velocity and velocity to position.

- Gyroscope output is angular velocity: ω ($\frac{\text{degrees}}{\text{second}}$)
- To get change in angular position ($\Delta\theta$), multiple each angular velocity by the time step: $\Delta\theta = \omega * \Delta t$
- Use the Reimann Sum to get the resulting angular position

$$\theta = \sum_{t=0}^{t=T} (\omega * \Delta t)$$



Deadband



A deadband is a band of input values that in a control system create an output that is zero.



Assignment: L13_Motion



① L13_05_DuckGoRound

- Place your duck onto the stepper motor.
- Wire the stepper motor noting the order: IN1, IN3, IN2, IN4.
- In void loop(), move the motor 2 rotations clockwise, pause, 1 rotation counter-clockwise, repeat.

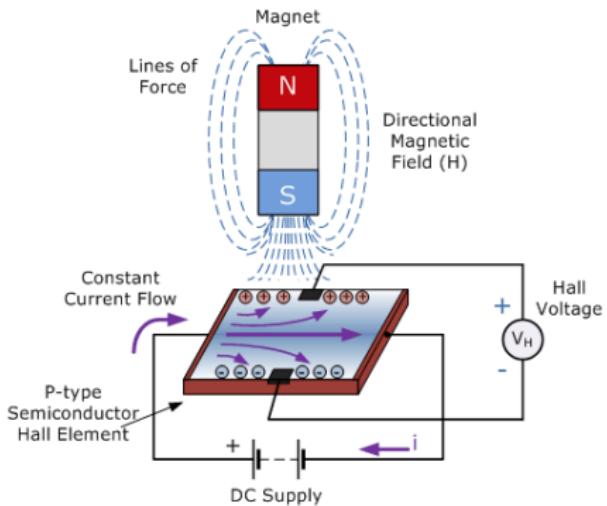
② L13_06_DriveByWire

- Connect the MPU-6050 to your system.
- Obtain the z-axis rotation from the appropriate register on the MPU-6050. Convert to angular rotation ($^{\circ}$ per sec).
- Calculate the angular position ($^{\circ}$) of the gyroscope.
- Have the stepper motor track movement in the gyroscope.

- Notebook:
schematic
- Fritzing diagram
- Wire your circuit
- Write the code



Hall Effect Sensor



Discovered by Edwin Hall in 1879, the Hall Effect is the production of a voltage difference (the Hall voltage) across an electrical conductor, transverse to an electric current in the conductor and to an applied magnetic field perpendicular to the current.



Interrupts

Interrupts are a way to write code that is run when an external event occurs. As a general rule, interrupt code should be very fast, and non-blocking. This means performing transfers, such as I2C, Serial, TCP should not be done as part of the interrupt handler. Rather, the interrupt handler can set a variable which instructs the main loop that the event has occurred.

```
1 pinMode(pin, INPUT); \\ can also use INPUT_PULLUP or INPUT_PULLDOWN  
2 attachInterrupt(pin, function, mode);
```

Mode: defines when the interrupt should be triggered. Three constants are predefined as valid values:

- CHANGE to trigger the interrupt whenever the pin changes value,
- RISING to trigger when the pin value goes from low to high,
- FALLING for when the pin value goes from high to low.



Software Timers

There are also software timer interrupts. The Argon can manage up to 10 timers simultaneously.

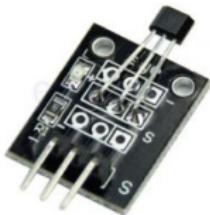
```
1 Timer timer(1000, printEverySecond);
2
3 void setup() {
4     Serial.begin(9600);
5     timer.start();
6 }
7
8 void printEverySecond() {
9     static int count = 0;
10    Serial.printf("count=%i, time = %u ms \n", count, millis());
11    count++;
12 }
```

Note:

- The timer callback is similar to an interrupt - it shouldn't block.
- Multiple timers are serviced sequentially when several timers trigger simultaneously, thus requiring special consideration when writing callback functions.



Assignment: L13_Motion



① L13_07_Alarm

- Connect Hall Effect Sensor, button, and Neopixel to simulate an alarm system.
- Use the button to enable / disable alarm.
- When armed:
 - Neopixel is GREEN when magnet detected.
 - Blinking RED when magnet not detected.

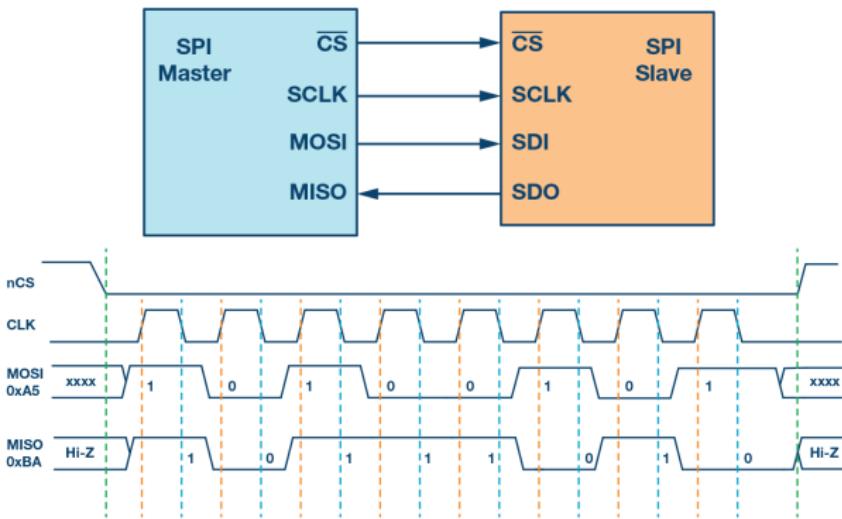
② L13_08_RPM

- Notebook:
 - schematic
 - Fritzing diagram
 - Wire your circuit
 - Write the code
- Place magnet on shaft of lathe.
 - Create an interrupt function that returns the time per rotation using the Hall Effect Sensor.
 - Convert this time to rotations per minute.
 - Display on Adafruit.io databoard.
 - EXTRA:
 - Create a speedometer using a servo motor.
(The Servo class natively available).
 - Measure RPM on other equipment at FUSE.

Module 14 - DataXfer



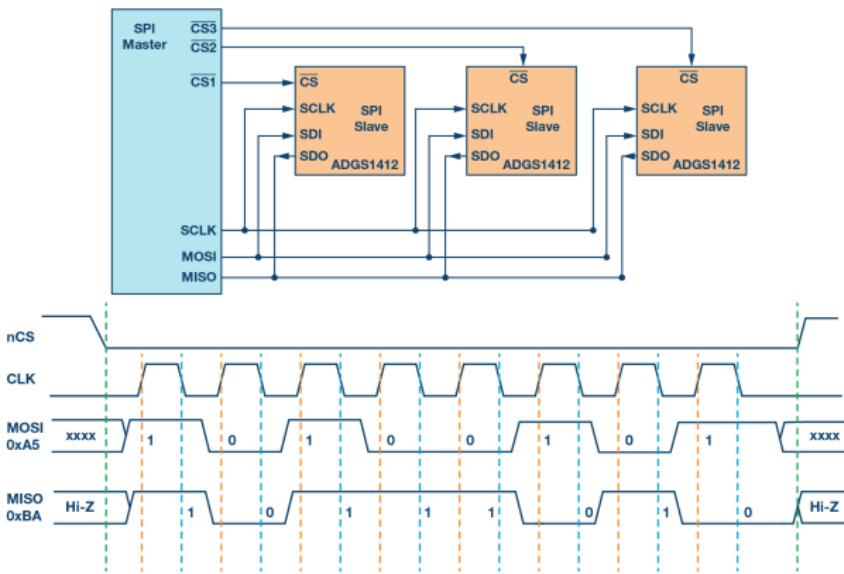
Serial Peripheral Interface



- Master Out, Slave In (MOSI) connects to Data In
- Master In, Slave Out (MISO) connects to Data Out



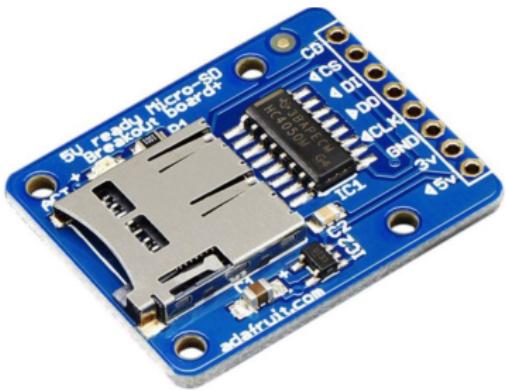
Multiple SPI Modules



- SPI uses the \overline{CS} lines to select which peripheral is active.
- Having two SPI devices selected at the same time causes interference.
- In void setup(), always initialize all SPI devices as "off"
 - Note: \overline{CS} is active LOW ("off" is HIGH)



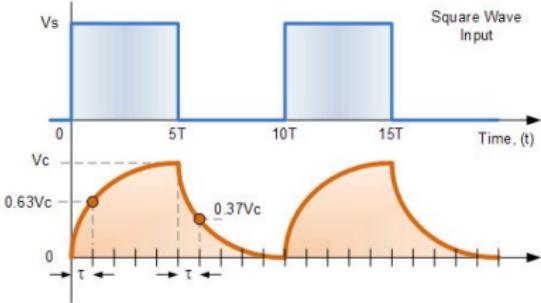
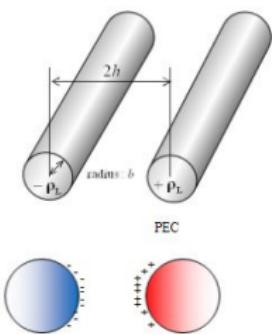
μ SD Card Module



- ➊ SD cards are sensitive to interface to the pins
 - Keep wires short
 - Data lines need to be 3.3V, use level shifter is needed
- ➋ FAT16 or FAT32 format
 - File naming - 8.3 (e.g., myfile12.csv)
- ➌ Pinout
 - ◀ 5V - Power input(3.3V or 5V)
 - 3V output to power other devices
 - GND - Ground
 - ◀ CLK - Clock
 - ▶ DO - MISO
 - ◀ DI - MOSI
 - ◀ CS - Chip Select
 - CD - Card Detect



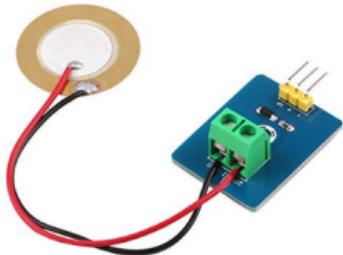
RC Time Constant



- Up until now, we have considered wires as ideal conductors; however:
 - Wires have non-zero resistance, longer and thinner wires have more resistance.
 - When two wires are close to each other, there is a parasitic capacitance between them.
- The time constant ($\tau = \frac{1}{RC}$) of an RC circuit determines the amount of time it takes a square wave input to reach 63% of its final value.
- Some communication protocols expect sharp transitions between 0 and 3.3V for clock and data signals.



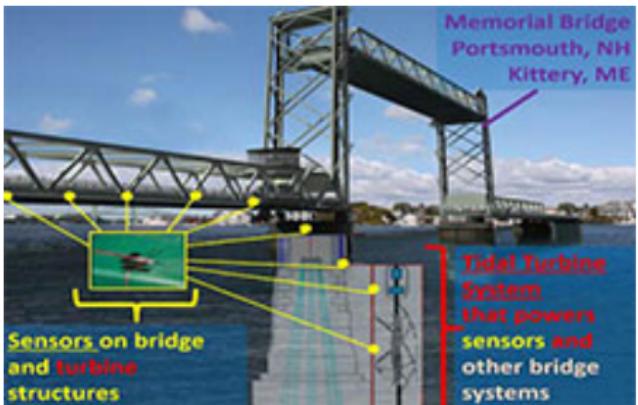
Piezoelectric Elements - Revisited



- The piezoelectric effect is the appearance of electrical potential (voltage) across the side of a crystal when subject to mechanical stress.
- Conversely, a crystal becomes mechanically stressed (deformed in shape) when a voltage is applied across opposite faces.
- By utilizing an `analogRead()`, the vibration (change in mechanical stress) can be monitored over time.



Structural Engineering Sensors





FAT File System - SDCard Argon Project

| Feature | FAT32 | NTFS |
|------------------------|---------------------------------------|---|
| Maximum Partition Size | 2TB | 2TB |
| Maximum File Size | 4GB | 16TB |
| Maximum File Name | 8.3 Characters | 255 Characters |
| File/Folder Encryption | No | Yes |
| Fault Tolerance | No | Auto Repair |
| Security | Network Only | Local and Network |
| Compression | No | Yes |
| Compatibility | Win 95/98/2000/XP and the derivations | Win NT/2000/XP/Vista/7 and the later versions |

The FAT (File Allocation Table) file system, originally designed in 1977 for floppy disks, is simple and robust. It offers good performance in very light-weight implementations, but does not deliver performance, reliability and scalability afforded by modern file systems (such as NTFS or exFAT).

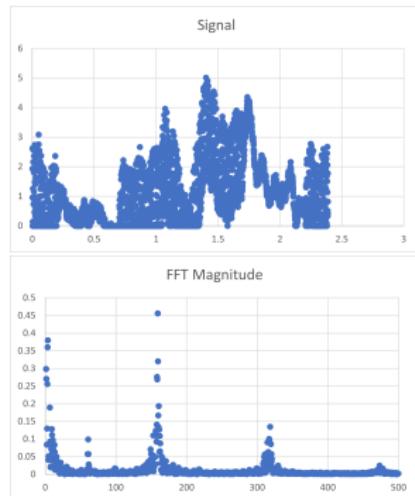
Note: FAT file name follows a 8.3 format (e.g., ABCDEFGH.txt). We will be appending two digits, so our base name can be up to 6 characters (e.g. FILE_BASE_NAME = "mydata" → mydata42.csv).



Galaxy S9+ Vibration Analysis

Using the FFT Tutorial in Class_Materials repository

| | A | B | C | D | E |
|----|-----------|--------|-----------|---------------|-------------------------------------|
| 1 | TimeStamp | Signal | Frequency | FFT Magnitude | Complex FFT |
| 2 | 0.00061 | 2.62 | 0.4209321 | 2.000009766 | 4096.02 |
| 3 | 0.00119 | 1.93 | 0.8418642 | 0.836477508 | -552.77950380473+1621.47055713326i |
| 4 | 0.00177 | 0.96 | 1.2627963 | 0.298364661 | -414.982558995766-448.522671528173i |
| 5 | 0.00235 | 0.13 | 1.6837284 | 0.270681692 | 353.443826952842-427.069259698417i |
| 6 | 0.00293 | 0 | 2.1046606 | 0.083873335 | -72.9068609990069+155.532672030055i |
| 7 | 0.003509 | 0 | 2.5255927 | 0.129856545 | 252.456289478309+83.6253876318606i |
| 8 | 0.004089 | 0 | 2.9465248 | 0.255636434 | -516.88842919695+83.210943362584i |
| 9 | 0.004669 | 0 | 3.3674569 | 0.360085774 | 423.28074046682-603.882664071708i |
| 10 | 0.005249 | 0.14 | 3.788389 | 0.379410535 | 88.80273300538+771.941714466294i |
| 11 | 0.005829 | 1.26 | 4.2093211 | 0.04066392 | -41.3210095359081-72.3054897410451i |
| 12 | 0.006409 | 2.16 | 4.6302532 | 0.051383144 | 94.6397062012862-46.0135075977235i |
| 13 | 0.006988 | 2.57 | 5.0511853 | 0.084507321 | 25.9352596801745-171.116717569232i |
| 14 | 0.007568 | 1.89 | 5.4721175 | 0.041174283 | 36.0724144460193-76.2199128809511i |
| 15 | 0.008148 | 0.73 | 5.8930496 | 0.04976769 | -73.9953870941929-70.094447984849i |



The Galaxy S9 vibrates at 159.11 Hz



Assignment: L14_DataXfer



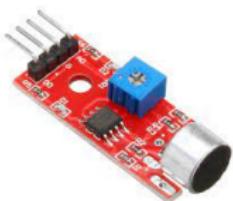
- Notebook: schematic
- Fritzing diagram
- Wire your circuit
- Write the code

① L14_01_Vibration

- Connect the piezo sensor, a button, and a μ SD module to your Argon.
- Each time button is pressed, execute a loop 4096 times:
 - Every 500μ sec, collect piezoelectric data (without using a delay).
 - Save the piezo data and a timestamp (converting `micros()` to seconds) to a 2-dimensional array.
- When the loop is complete, write the timestamp and data to a file.
- Collect vibration data from the lathe, cell phone vibration, other machines at FUSE.
- Use Excel and the FFT Tutorial (`class_slides`) to resample graph data in frequency domain (This process will be reviewed as a class.).



Assignment: L14_DataXfer EXTRA



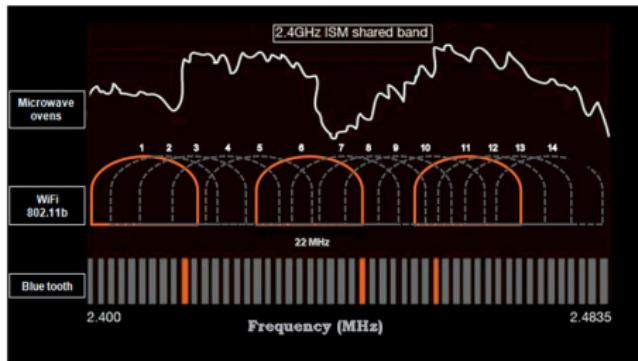
- Notebook: schematic
- Fritzing diagram
- Wire your circuit
- Write the code

① L14_01_Vibration

- Borrow a microphone.
- Install in place of the piezo sensor.
- Use Physics Toolbox Sensor Suite - Tone Generator to create a tone of a specific frequency.
- Record/save with the Argon, and create an FFT



Bluetooth



- The Bluetooth protocol operates at 2.4GHz in the same unlicensed ISM frequency band where RF protocols like ZigBee and WiFi also exist.
- Bluetooth networks (commonly referred to as piconets) use a master/slave model to control when and where devices can send data. In this model, a single master device can be connected to up to seven different slave devices. Any slave device in the piconet can only be connected to a single master.



Bluetooth - Generic Access Profile

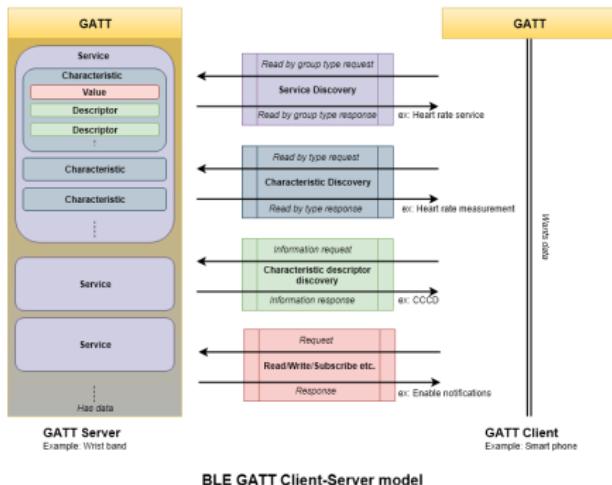


- The Generic Access Profile (GAP) controls connections and advertising in Bluetooth. GAP is what makes your device visible to the outside world, and determines how two devices can (or can't) interact with each other.
- GAP defines various roles for devices, but the two key concepts to keep in mind are Central devices and Peripheral devices.
 - Peripheral devices are small, low power, resource constrained devices that can connect to a much more powerful central device. Peripheral devices are things like a heart rate monitor, a BLE enabled proximity tag, etc.
 - Central devices are usually the mobile phone or tablet that you connect to with far more processing power and memory.



Bluetooth - Generic Attribute Profile (GATT)

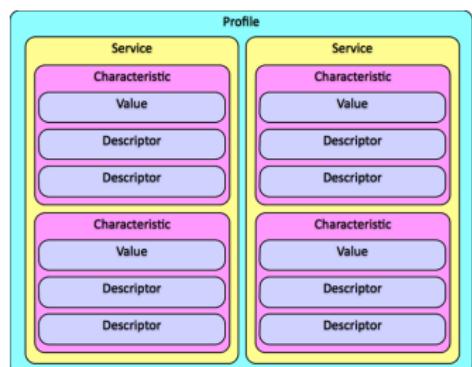
- Generic Attribute Profile defines the way that two BLE devices transfer data back and forth using concepts called Services and Characteristics. It makes use of a generic data protocol called the Attribute Protocol (ATT), which is used to store Services, Characteristics and related data in a simple lookup table using 16-bit IDs for each entry in the table.
- GATT comes into play once a dedicated connection is established between two devices, meaning that you have already gone through the advertising process.





Bluetooth - Services and Profiles

- A Profile is a pre-defined collection of Services. The Heart Rate Profile, for example, combines the Heart Rate Service and the Device Information Service.
- Services break data up into logic entities, and contain specific chunks of data called characteristics. A service can have one or more characteristics, and each service distinguishes itself from other services with a unique numeric ID called a UUID, which can be either 16-bit (official BLE Services) or 128-bit (custom services).
- A Characteristic contains a single data point or an array of related data. For example: X/Y/Z values of an accelerometer.





ASCII Reminder

- ASCII characters (the symbols that we are use to reading) can be represented by a single byte (uint8_t).

ASCII TABLE

| Decimal | Hex | Char | Decimal | Hex | Char | Decimal | Hex | Char | Decimal | Hex | Char |
|---------|-----|------------------------|---------|-----|---------|---------|-----|------|---------|-----|-------|
| 0 | 0 | [NULL] | 32 | 20 | [SPACE] | 64 | 40 | @ | 96 | 60 | ` |
| 1 | 1 | [START OF HEADING] | 33 | 21 | ! | 65 | 41 | A | 97 | 61 | a |
| 2 | 2 | [START OF TEXT] | 34 | 22 | " | 66 | 42 | B | 98 | 62 | b |
| 3 | 3 | [END OF TEXT] | 35 | 23 | # | 67 | 43 | C | 99 | 63 | c |
| 4 | 4 | [END OF TRANSMISSION] | 36 | 24 | \$ | 68 | 44 | D | 100 | 64 | d |
| 5 | 5 | [ENQUIRY] | 37 | 25 | % | 69 | 45 | E | 101 | 65 | e |
| 6 | 6 | [ACKNOWLEDGE] | 38 | 26 | & | 70 | 46 | F | 102 | 66 | f |
| 7 | 7 | [BELL] | 39 | 27 | ' | 71 | 47 | G | 103 | 67 | g |
| 8 | 8 | [BACKSPACE] | 40 | 28 | (| 72 | 48 | H | 104 | 68 | h |
| 9 | 9 | [HORIZONTAL TAB] | 41 | 29 |) | 73 | 49 | I | 105 | 69 | i |
| 10 | A | [LINE FEED] | 42 | 2A | * | 74 | 4A | J | 106 | 6A | j |
| 11 | B | [VERTICAL TAB] | 43 | 2B | + | 75 | 4B | K | 107 | 6B | k |
| 12 | C | [FORM FEED] | 44 | 2C | : | 76 | 4C | L | 108 | 6C | l |
| 13 | D | [CARRIAGE RETURN] | 45 | 2D | , | 77 | 4D | M | 109 | 6D | m |
| 14 | E | [SHIFT OUT] | 46 | 2E | . | 78 | 4E | N | 110 | 6E | n |
| 15 | F | [SHIFT IN] | 47 | 2F | / | 79 | 4F | O | 111 | 6F | o |
| 16 | 10 | [DATA LINK ESCAPE] | 48 | 30 | 0 | 80 | 50 | P | 112 | 70 | p |
| 17 | 11 | [DEVICE CONTROL 1] | 49 | 31 | 1 | 81 | 51 | Q | 113 | 71 | q |
| 18 | 12 | [DEVICE CONTROL 2] | 50 | 32 | 2 | 82 | 52 | R | 114 | 72 | r |
| 19 | 13 | [DEVICE CONTROL 3] | 51 | 33 | 3 | 83 | 53 | S | 115 | 73 | s |
| 20 | 14 | [DEVICE CONTROL 4] | 52 | 34 | 4 | 84 | 54 | T | 116 | 74 | t |
| 21 | 15 | [NEGATIVE ACKNOWLEDGE] | 53 | 35 | 5 | 85 | 55 | U | 117 | 75 | u |
| 22 | 16 | [SYNCHRONOUS IDLE] | 54 | 36 | 6 | 86 | 56 | V | 118 | 76 | v |
| 23 | 17 | [ENQ OF TRANS. BLOCK] | 55 | 37 | 7 | 87 | 57 | W | 119 | 77 | w |
| 24 | 18 | [CANCEL] | 56 | 38 | 8 | 88 | 58 | X | 120 | 78 | x |
| 25 | 19 | [END OF MEDIUM] | 57 | 39 | 9 | 89 | 59 | Y | 121 | 79 | y |
| 26 | 1A | [SUBSTITUTE] | 58 | 3A | : | 90 | 5A | Z | 122 | 7A | z |
| 27 | 1B | [ESCAPE] | 59 | 3B | : | 91 | 5B | { | 123 | 7B | { |
| 28 | 1C | [FILE SEPARATOR] | 60 | 3C | < | 92 | 5C | \ | 124 | 7C | |
| 29 | 1D | [GROUP SEPARATOR] | 61 | 3D | = | 93 | 5D |] | 125 | 7D | } |
| 30 | 1E | [RECORD SEPARATOR] | 62 | 3E | > | 94 | 5E | ^ | 126 | 7E | ~ |
| 31 | 1F | [UNIT SEPARATOR] | 63 | 3F | ? | 95 | 5F | - | 127 | 7F | [DEL] |

ASCII: American Standard Code For Information Interchange



Argon BLE - UART Service

```
1 // These UUIDs were defined by Nordic Semiconductor and are now the defacto standard for
2 // UART-like services over BLE. Many apps support the UUIDs now, like the Adafruit
3 // Bluefruit app.
4 const BleUuid serviceUuid("6E400001-B5A3-F393-E0A9-E50E24DCCA9E");
5 const BleUuid rxUuid("6E400002-B5A3-F393-E0A9-E50E24DCCA9E");
6 const BleUuid txUuid("6E400003-B5A3-F393-E0A9-E50E24DCCA9E");
7
8 BleCharacteristic txCharacteristic("tx", BleCharacteristicProperty::NOTIFY, txUuid,
9     serviceUuid);
10 BleCharacteristic rxCharacteristic("rx", BleCharacteristicProperty::WRITE_WO_RSP, rxUuid,
11     serviceUuid, onDataReceived, NULL);
12 BleAdvertisingData data;
13
14 //onDataReceived is used to receive data from Bluefruit Connect App
15 void onDataReceived(const uint8_t* data, size_t len, const BlePeerDevice& peer, void*
16     context) {
17     uint8_t i;
18
19     Serial.printf("Received data from: %02X:%02X:%02X:%02X:%02X:%02X \n", peer.address()
20         [0], peer.address()[1], peer.address()[2], peer.address()[3], peer.address()[4], peer
21         .address()[5]);
22     Serial.printf("Bytes: ");
23     for (i = 0; i < len; i++) {
24         Serial.printf("%02X ", data[i]);
25     }
26     Serial.printf("\n");
27     Serial.printf("Message: %s\n", (char *)data);
28 }
```



Argon BLE - UART Transmit Example

```
1 const int UART_TX_BUF_SIZE = 20;
2 uint8_t txBuf[UART_TX_BUF_SIZE];
3 uint8_t i;
4
5 SYSTEM_MODE(SEMI_AUTOMATIC); //Using BLE and not Wifi
6
7 void setup() {
8     Serial.begin();
9     waitFor(Serial.isConnected, 15000);
10
11    BLE.on();
12    BLE.addCharacteristic(txCharacteristic);
13    BLE.addCharacteristic(rxCharacteristic);
14    data.appendServiceUUID(serviceUuid);
15    BLE.advertise(&data);
16
17    Serial.printf("Argon BLE Address: %s\n", BLE.address().toString().c_str());
18 }
19
20 void loop() {
21     for(i=0;i<UART_TX_BUF_SIZE-1;i++) {
22         txBuf[i] = random(0x40,0x5B); //Capital ASCII characters plus @
23     }
24     txBuf[UART_TX_BUF_SIZE-1] = 0x0A;
25     txCharacteristic.setValue(txBuf, UART_TX_BUF_SIZE);
26     for(i=0;i<UART_TX_BUF_SIZE;i++) {
27         Serial.printf("%c",txBuf[i]);
28     }
29     delay(5000);
30 }
```



Formatted Print to a Buffer

```
1 // sprintf does a formatted print to a buffer of type char[  
2  
3 const int BUFSIZE = 50;  
4 byte buf[BUFSIZE];  
5 int people;  
6 float dogs,avg;  
7  
8 void setup() {  
9     Serial.begin(9600);  
10    people = 5;  
11    dogs = 13;  
12 }  
13  
14 void loop() {  
15     avg = dogs / people;  
16     sprintf((char *)buf,"The %i people have on average %0.2f dogs \n",people, avg);  
17     Serial.printf("Buf contains the string: %s", (char *)buf);  
18 }
```

The buffer can then be used to as the data payload between devices, for example, using BlueTooth.

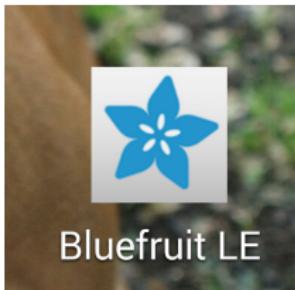
Note: Windows treats a `\n` as a LF-CR (0x0D0A), if a LF is needed (e.g., for BLE) then it needs to be inserted manually:

```
1 buf [BUFSIZE-1] = 0x0A;
```



Assignment: L14_BlueTooth

L14_03_BlueTooth



- Notebook:
schematic
- Fritzing diagram
- Wire your circuit
- Write the code

- Load Bluefruit Connect on your smart device.
Using the code on the proceeding slides,
establish BLE UART communications
- Attach the encoder and NeoPixel tower to
your Argon.
- Repeat the NeoPixel ring/strip assignment
(L04_02_NeoPixel) on your Argon.
- When it changes, send the the encoder or
NeoPixel position via BLE to Bluefruit
Connect.
- Reset the encoder and NeoPixel ring to the
appropriate state when values 0-29 are
received from Bluefruit Connect.



Assignment: L14_BlueTooth - Colors

L14_03_BlueTooth (Continued)

● Plotter function in Bluefruit Connect:

- ① Every time the encoder moves, generate and change the pixels to a random color (R,G,B format, not Hex).
- ② Plot the pixel number and three RGB components on the Bluefruit Plotter.

● Controller -> Color Picker screen on Bluefruit Connect:

- ① Send a color to the Argon.
- ② Identify in your code if ColorPicker string or general UART string is received.
- ③ If ColorPicker, then using bitwise left shift and OR to convert string to hex color similar to L12_02_RetrieveShow
- ④ Change your Neopixel color to match Color Picker

The screenshot shows the Bluefruit Connect app interface. At the top, there's a navigation bar with a back arrow and the word "Plotter". Below this is a list of instructions:

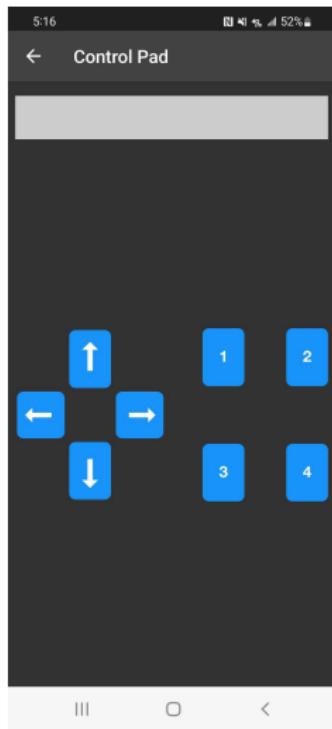
- The 'Plotter' utility can be used to plot incoming numeric data in a chart, without having to create a custom plotter code or application. It behaves similarly to the Serial Plotter in recent versions of the Arduino IDE.
- To plot one or more data streams to the plotter, send your numeric data in CSV format with one of the following separators:
 - '-' - Comma (0x2C)
 - '.' - Space (0x20)
 - Horizontal Tab (0x09), '\t' in code
- Each unique set of data samples must be terminated by a LINE FEED character (0x0A), which is usually represented as '\n' in code.
- Only numeric data should be sent over the BLE UART connection(s).

ColorPicker String
5 bytes plus CR

[!] [C] [byte red] [byte green] [byte blue] [CRC]



Assignment: L14_BlueTooth - Colors (EXTRA)

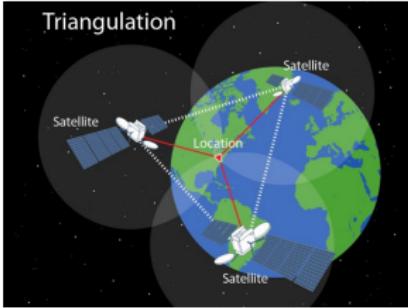


L14_03_BlueTooth (EXTRA)

- Experiment sending signals from the Bluefruit Connect Control Pad
- Use the Up/Down arrows to change the neopixel brightness
- Use the Left/Right arrows to cycle through a rainbow
- Code in a different neopixel effect for each of the number keys



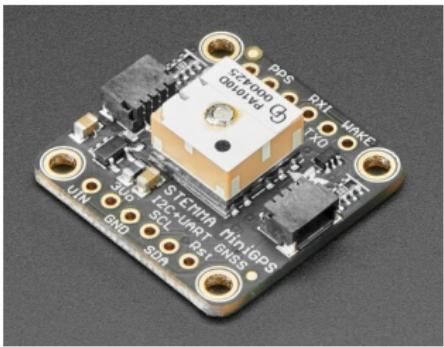
Global Positioning System



- 29 satellites (24 active plus 5 reserve) at an altitude of 12550 miles, circling the earth twice per day.
- Envisioned by Aerospace Corporation 1963
- First satellite 1973
- Open to commercial use 1985
- GPS receiver measures time it takes signal (at speed of light) to get from satellite to receiver.
- Uses triangulation from at least 4 satellites to obtain latitude, longitude, altitude, and time.
- GNSS is an international system of satellites that includes GPS and others



Global Positioning System



- Miniature GPS module
 - Houses a complete GPS/GNSS solution
 - Both I2C and UART interfaces
 - STEMMA interface for easy prototyping



Adafruit_GPS Library

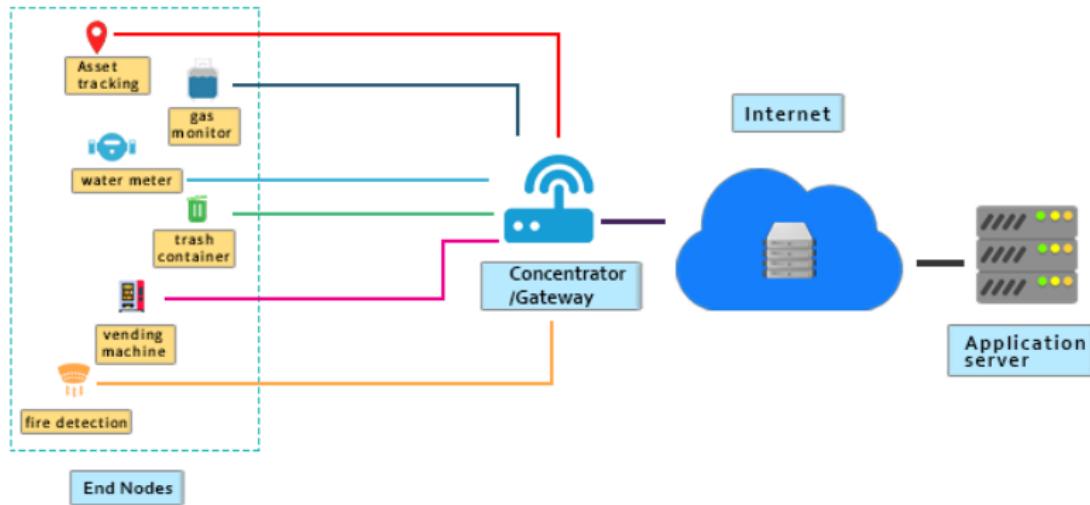
```
#GPGGA,202410.000,4042.6000,N,07400.4858,W,1,4,3.14,276.7,M,-34.2,M,,*63
#GPRMC,202410.000,A,4042.6000,N,07400.4858,W,0.08,161.23,160412,,,A*70
#GPGGA,202411.000,4042.5999,N,07400.4854,W,1,3,17.31,275.8,M,-34.2,M,,*5D
#GPRMC,202411.000,A,4042.5999,N,07400.4854,W,0.14,161.23,160412,,,A*7A

Time: 20:24:11.0
Date: 16/4/2012
Fix: 1 quality: 1
Location: 4042.5998N, 7400.4853W
Speed (knots): 0.14
Angle: 161.23
Altitude: 275.80
Satellites: 3
```

- Call `gps.read()` at the beginning of `void loop()`
- Then immediately call `GPS.parse(GPS.lastNMEA())` to make the data available
- When you need it, you can then access `GPS.latitude`, `GPS.longitude`, `GPS.speed`, etc.



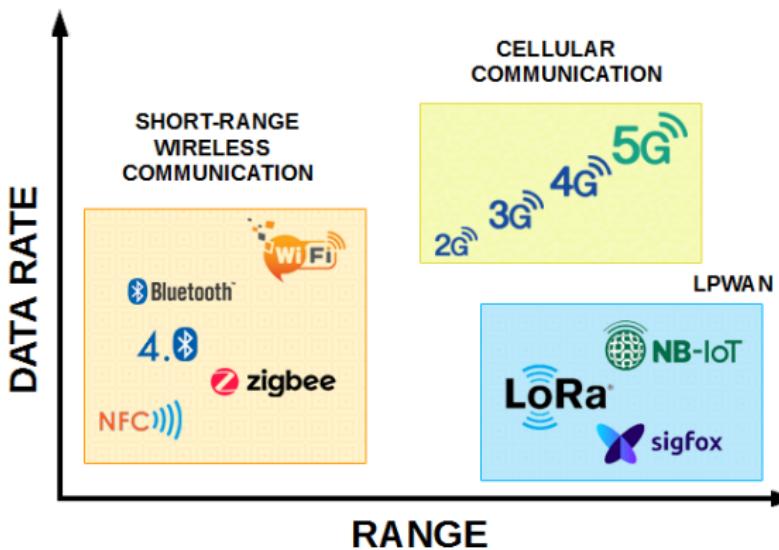
LoRa



LoRa is a long range, low power, inexpensive technology for Internet of Things



LoRa Range vs Data Rate



LoRa uses license-free sub-gigahertz radio frequency ISM bands in the deployed region such as 868 MHz in Europe and 915MHz in North America.



LoRa Features

LoRa has many desirable features:

- It has very wide coverage range about 5 km in urban areas and 15 km in suburban areas
- Battery lifetime up to 15 years
- One LoRa gateway takes care of thousands of nodes.
- Easy to deploy and low cost.
- Enhanced secure data transmission by embedded end-to-end AES128 encryption



RXLR896 LoRa Module

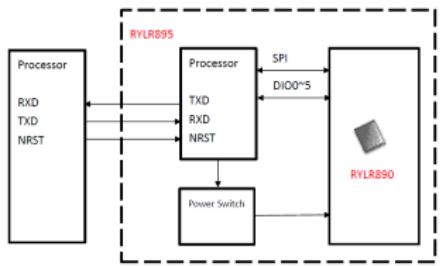


Features:

- Semtech SX1276 Engine
- Excellent blocking immunity
- Low receive current
- High sensitivity
- Control easily by AT commands
- 127 dB Dynamic Range RSSI
- Designed with integrated antenna
- AES128 Data encryption



AT Commands

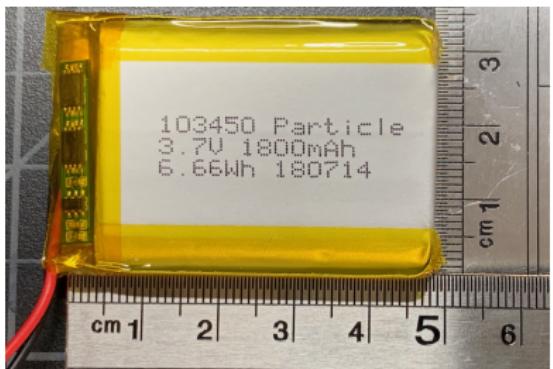


AT commands are commands which are used to control the modems where AT stands for Attention. These commands were derived from Hayes commands which were used by the Hayes smart modems. Every wireless modem requires an AT command to interact with a computer machine.

Communication between the Argon and RYLR896 takes place over UART (Serial1) using the same "Serial" commands that were used in Lesson 3 and Lesson 4.



Batteries - Going Mobile



- ① All Particle platforms have JST-PH pins for a Lithium Polymer (LiPo) battery
 - Always check wiring polarity
- ② Battery can be charged via USB port or V_{bus} .
- ③ Battery power is available on LiPo+ or 3.3V pins



Assignment: LoRaGPS

Features:



- Notebook:
schematic
- Fritzing diagram
- Wire your circuit
- Write the code

- ① Borrow a battery, GPS unit, and LoRa unit from the instructor
- ② Using the L14_00_GPS code, obtain GPS coordinates and display on OLED
- ③ Modify L14_04_LoRaGPS:
 - Integrate the LoRa, GPS, and OLED
 - Get your own RADIOADDRESS from instructors
 - Using IoT_Timer, turn on the D7 LED for 5 seconds when LoRa data received.
 - Display FUSE Sound/Particles to OLED
 - Send live GPS coordinates back to LoRa base-station
 - Find the distance you can go N/S/E/W and get a LoRa signal back to FUSE.
 - Class Trip: repeat at ABQ Biopark

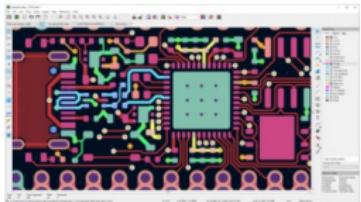
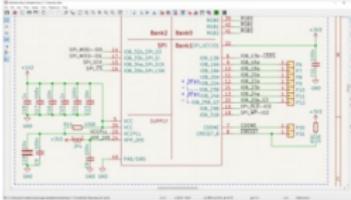
Module 15 - In the Wild



KiCad: Breadboard are good, but PCBs are better

Schematic Capture

KiCad's Schematic Editor supports everything from the most basic schematic to a complex hierarchical design with hundreds of sheets. Create your own custom symbols or use some of the thousands found in the official KiCad library. Verify your design with integrated SPICE simulator and electrical rules checker.



PCB Layout

KiCad's PCB Editor is approachable enough to make your first PCB design easy, and powerful enough for complex modern designs. A powerful interactive router and improved visualization and selection tools make layout tasks easier than ever.

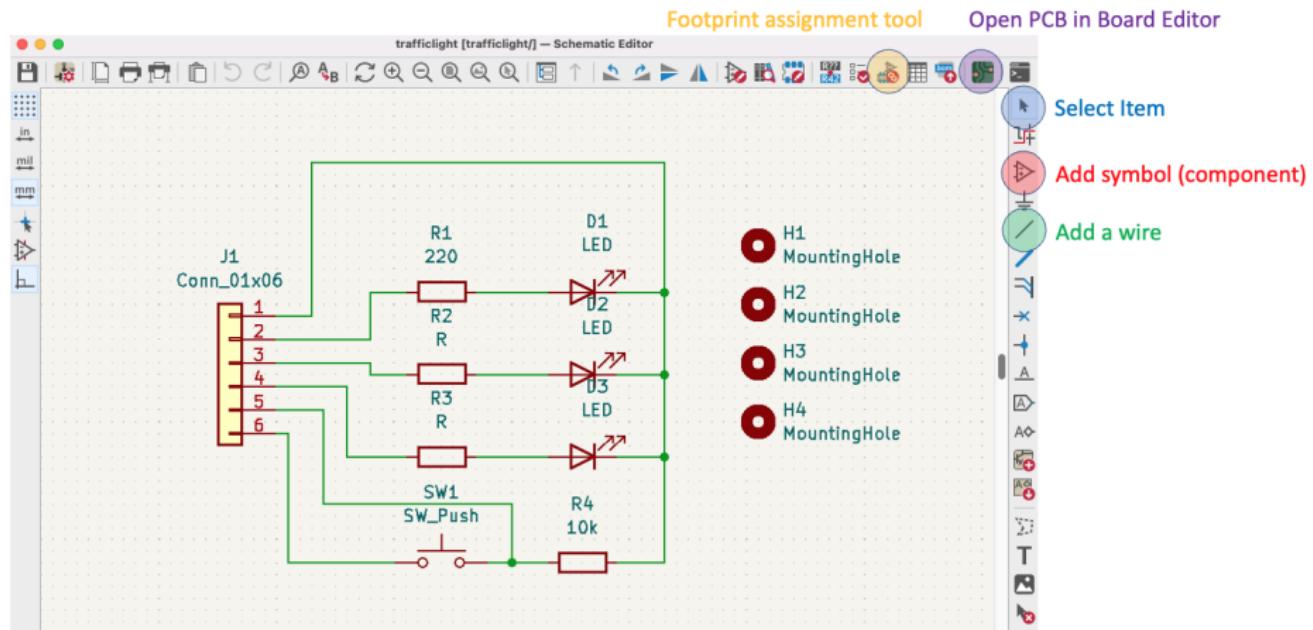
3D Viewer

KiCad's 3D Viewer allows easy inspection of your PCB to check mechanical fit and to preview your finished product. A built-in raytracer with customizable lighting can create realistic images to show off your work.





Start with schematics





Rich library of components

Components or Modules

The screenshot shows the Altium Designer interface with three windows open:

- Top Window:** Shows the "Choose Symbol [17844 items loaded]" dialog with the search term "2N3904". It lists several entries under the "Transistor, NPN" category, including "2N3904" and "2N3904T".
- Middle Window:** Shows the "Choose Symbol [17844 items loaded]" dialog with the search term "imu". It lists various IMU components, including "MPU_6000", "MPU_6500", "MPU_9100", "MPU_9200", "MCU_Microchip_SAMA", "MCU_Infineon", "8000", "8000A", and "MCU_Module".
- Bottom Window:** Shows the "Default [Sensor_Motion_InvenSense_QFN-24_Accelerometer_PDSm.schDoc]" schematic page. It contains a component labeled "InvenSense_QFN-24_Accelerometer_PDSm" with a footprint "Sensor_Motion_InvenSense_QFN-24_Accelerometer_PDSm". The component has 24 pins labeled 1 through 24. A red arrow points from the text "PCB Preview" to the right side of the window, where a preview of the component's footprint is shown with the text "REF** TO-92_Inline".



Select a footprint for each component

The screenshot shows the KiCad interface with two main windows open:

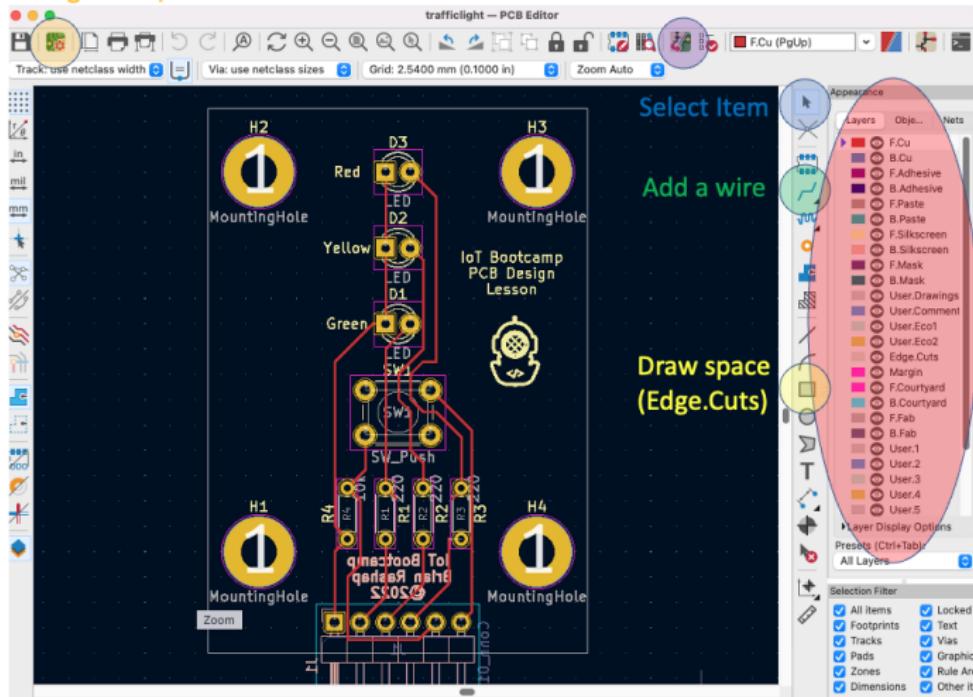
- Symbol Properties** window (top left): Shows the "General" tab selected. A red arrow points from the "Library" button in the toolbar to the "Footprint" dropdown menu, which is currently set to "LED_THT(LED_D3.0mm)".
- Schematic Editor** window (bottom right): Displays a circuit diagram with components R1, D1, and U2. A purple arrow points from the text "Right Click" to the component U2.
- Footprint Library Browser** window (center bottom): Shows a list of available footprints under the "Q. Filter" section. The "Connector_PinHeader_1.00mm" entry is highlighted in yellow, indicating it is selected.



Generate PCB, Route Wires

Edit board setup including layers, design rules, and various defaults

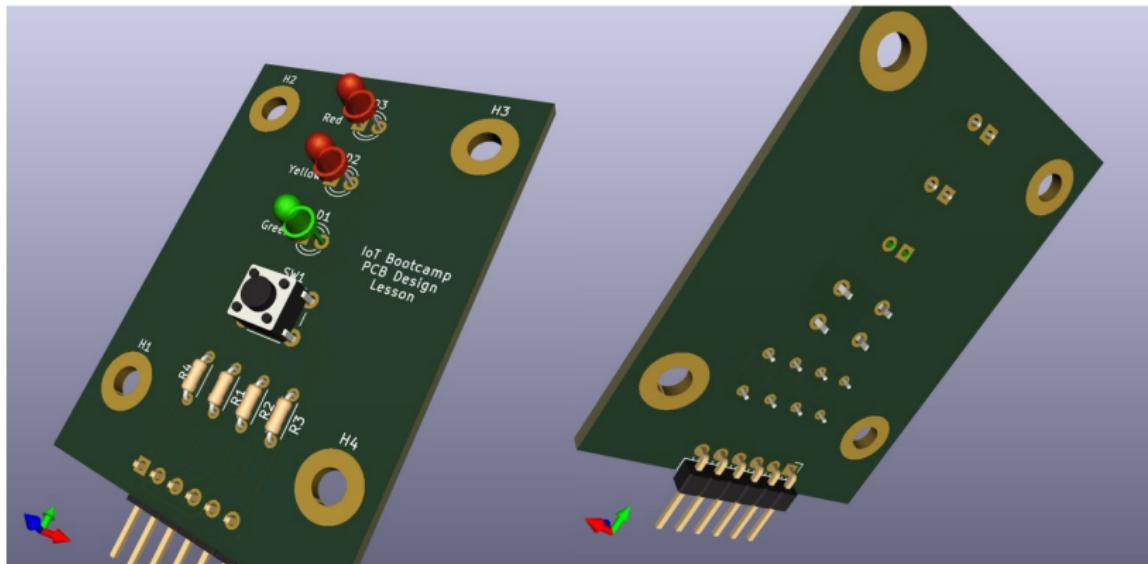
Update PCB with changes made to schematic



Layers (including hide/unhide)



3D View





Import into KiCad

Import Symbols

Using the KiCad (*.lib) file:

1. In KiCad, go to **Tools > Edit Schematic Symbols**.
2. Click on **Preferences > Manage Symbol Libraries**.
3. On the **Global Libraries** tab, click on **Browse Libraries** (the *small folder icon* below) and select the .lib file. Then click **Open**. The library will appear, click **OK**.
4. Toggle the search tree on, and navigate to the symbol you imported. Double-click over it to open the file.

Import Footprints

Using the *.kicad_mod file:

1. In KiCad, go to **Tools > Edit PCB Footprints**.
2. Click on **Preferences > Manage Footprint Libraries**.
3. On the **Global Libraries** tab, click on **Browse Libraries** (the *small folder icon* below) and navigate to the **Folder** of the downloaded .kicad_mod file. Then click **Open**, and the library will appear. If the path doesn't have the same name, you can rename it as the part.
4. In the table, make sure that the Plugin Type is set to **KiCad**. Then click **OK**.
5. Toggle the search tree on, and navigate to the footprint you imported. Double-click over it to open the file.

Using the *.mod file:

1. Follow the same steps above from step 1 to step 3.
2. In the table, make sure that the Plugin Type is set to **Legacy**. Then click **OK**.
3. Toggle the search tree on, and navigate to the footprint you imported. Double-click over it to open the file.



Assignment: L15_TrafficPCB

Open PCB in Board Editor

Select item

Add symbol (component)

Add a wire

- H1 MountingHole
- H2 MountingHole
- H3 MountingHole
- H4 MountingHole

| Symbol : Footprint Assignments | | |
|--------------------------------|-------|---|
| 1 | D1 - | LED : LED_THT:LED_D3.0mm |
| 2 | D2 - | LED : LED_THT:LED_D3.0mm |
| 3 | D3 - | LED : LED_THT:LED_D3.0mm |
| 4 | H1 - | MountingHole : MountingHole:MountingHole_3.5mm_Pad |
| 5 | H2 - | MountingHole : MountingHole:MountingHole_3.5mm_Pad |
| 6 | H3 - | MountingHole : MountingHole:MountingHole_3.5mm_Pad |
| 7 | H4 - | MountingHole : MountingHole:MountingHole_3.5mm_Pad |
| 8 | J1 - | Conn_01x06 : Connector_PinHeader_2.54mm:PinHeader_1x06_P2.54mm_Horizontal |
| 9 | R1 - | 220 : Resistor_THT:R_Axial_DIN0204_L3.6mm_D1.6mm_P5.08mm_Horizontal |
| 10 | R2 - | R : Resistor_THT:R_Axial_DIN0204_L3.6mm_D1.6mm_P5.08mm_Horizontal |
| 11 | R3 - | R : Resistor_THT:R_Axial_DIN0204_L3.6mm_D1.6mm_P5.08mm_Horizontal |
| 12 | R4 - | 10k : Resistor_THT:R_Axial_DIN0204_L3.6mm_D1.6mm_P5.08mm_Horizontal |
| 13 | SW1 - | SW_Push : Button_Switch_THT:SW_PUSH_6mm_H5mm |



EN and RST pins

The Argon has two pins that are extremely useful in real world situations:



① EN pin

- The EN pin is not a power pin, per se, but it controls the 3V3 power.
- Device enable pin is internally pulled-up. To disable the device (force the device into a deep power-down state), connect this pin to GND.
- This pin is essentially an on/off pin.

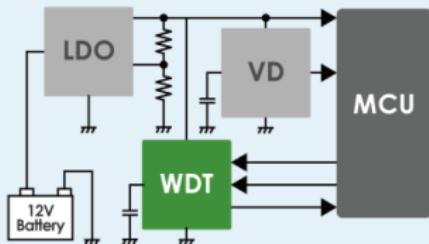
② RST pin

- Active-low system reset input. This pin is internally pulled-up.

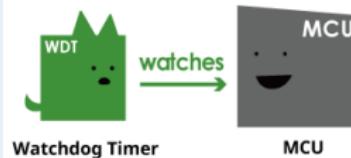


Watchdog Timer

e.g. Circuits peripheral to the MCU and WDT
(in an automotive environment)



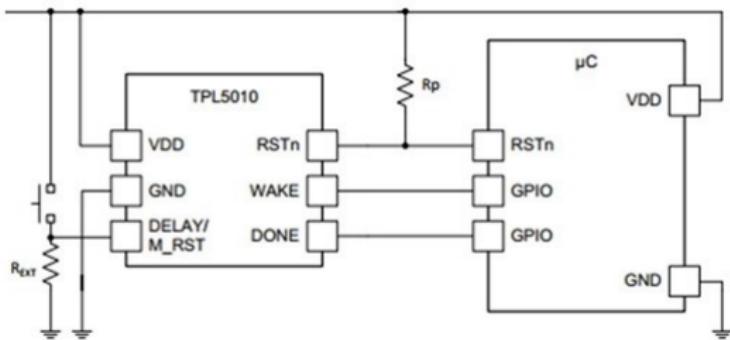
The WDT takes the role of "watchdog" and watches over MCU operation at all times.



The watchdog timer communicates with the MCU at a set interval. If the MCU does not output a signal, outputs too many signals or outputs signals that differ from a predetermined pattern, the timer determines that the MCU is malfunctioning and sends a reset signal to the MCU.



Hardware Watchdog Timers - TPL5010



The timeout frequency is set by resistor R_{EXT} using a formula from the data sheet.

| Timeout Interval | Calculated Resistance |
|------------------|-----------------------|
| 1 minute | 22 Ω |
| 5 minutes | 43 Ω |
| 30 minutes | 92 Ω |
| 1 hour | 125 Ω |
| 2 hours | 170 Ω |



Application Watchdog

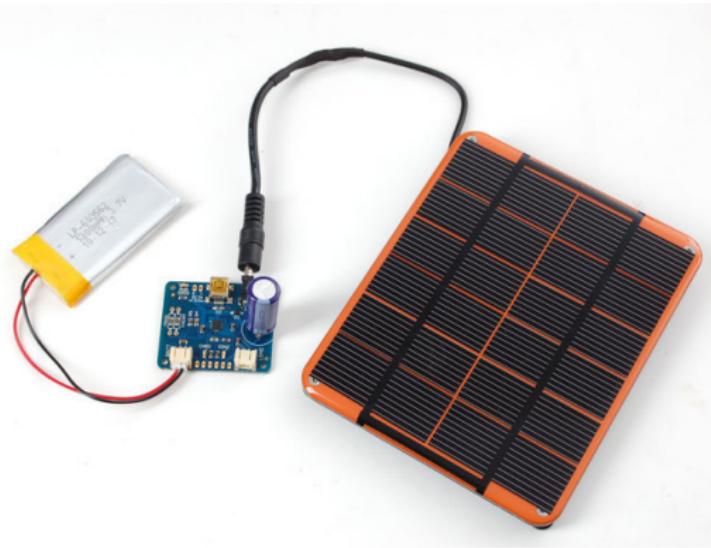
The Argon also has a watchdog timer that can be implemented in code. It is not as robust as the hardware timer, but better than nothing.

```
1 // Prototype
2 // ApplicationWatchdog(unsigned timeout_ms, std::function<void(void)> fn, unsigned
3 // stack_size=DEFAULT_STACK_SIZE);
4
5 // Global variable to hold the watchdog object pointer
6 ApplicationWatchdog *wd;
7
8 void watchdogHandler() {
9     // Do as little as possible in this function, preferably just a reset
10    System.reset(RESET_NO_WAIT);
11 }
12
13 void setup() {
14     // Start watchdog. Reset the system after 60 seconds if the application is unresponsive
15     // The stack_size default is 512, but this is too small. Use at least 1536.
16     wd = new ApplicationWatchdog(60000, watchdogHandler, 1536);
17 }
18
19 void loop() {
20     while (some_long_process_within_loop) {
21         ApplicationWatchdog::checkin(); // resets the AWDT count
22     }
23 } // AWDT count reset automatically after loop() ends
```



Solar Charging

Should be easy, but isn't.





Power Management

`System.sleep()` can be used to lower power consumption and increase battery life when the Particle is only needed intermittently to interact with the environment.

| | STOP | ULTRA_LOW_POWER | HIBERNATE | Wake Mode | Gen 2 | Gen 3 |
|---|------|-----------------|-----------|------------|-------|-------|
| Relative power consumption | Low | Lower | Lowest | GPIO | ✓ | ✓ |
| Relative wake options | Most | Some | Fewest | Time (RTC) | ✓ | ✓ |
| Execution continues with variables intact | ✓ | ✓ | | Analog | | ✓ |
| | | | | Serial | | ✓ |
| | | | | BLE | | ✓ |
| | | | | Cellular | | ✓ |
| | | | | Wi-Fi | | ✓ |



Ultra Low Power example

The below code places the Argon in Ultra_Low_Power mode, enabling it to be awakened either by a RISING signal on Pin D0 or after the time specified by the variable sleepDuration.

```
1 void sleepULP() {
2     SystemSleepConfiguration config;
3     config.mode(SystemSleepMode::ULTRA_LOW_POWER).gpio(D0,RISING).duration(sleepDuration);
4     SystemSleepResult result = System.sleep(config);
5     delay(1000);
6     if (result.wakeupReason() == SystemSleepWakeupReason::BY_GPIO) {
7         Serial.printf("Awakened by GPIO %i\n",result.wakeupPin());
8     }
9     if (result.wakeupReason() == SystemSleepWakeupReason::BY_RTC) {
10        Serial.printf("Awakened by RTC\n");
11    }
12 }
13
14 /*
15 * Other wake-up modes
16 *
17 * config.mode(SystemSleepMode::ULTRA_LOW_POWER).analog(pin, value, mode);
18 *   mode can be: ABOVE, BELOW, or CROSS
19 * config.mode(SystemSleepMode::ULTRA_LOW_POWER).uart(Serial1);
20 *   note: Serial can not be used for wake-up
21 * config.mode(SystemSleepMode::ULTRA_LOW_POWER).ble();
22 * config.mode(SystemSleepMode::ULTRA_LOW_POWER).network(NETWORK_INTERFACE_WIFI_STA);
23 */
```



Cloud Flash

During the deployment phase, it isn't convenient to have to hook up a USB cable to push updates. The Particle ecosystem allows for sending code over-the-air (OTA).

```
>cloud
Particle: Cloud Compile                               recently used
Particle: Cloud Flash                                other commands
```

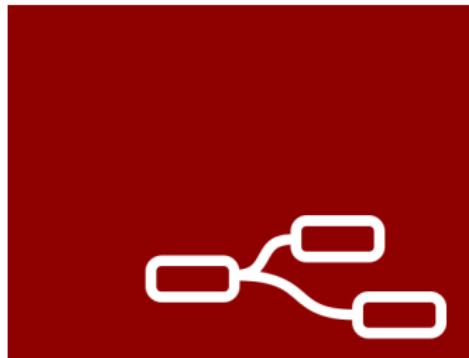
- Cloud Compile - compile your program and download the binary
- Cloud Flash - compile and flash it to the selected device OTA

The OTA operations require:

- The device is connected to the Particle Cloud (breathing cyan)
- The computer is into the same account that claimed the device.
- The DeviceID is set to the device name.



Local MQTT Server





Install Mosquitto (Windows)

```
1 // On Windows go to mosquitto.org/download
2
3 // Open three PowerShell windows and set each of them to
4 cd c:\'Program Files'\mosquitto
5
6 // PowerShell window #1: Start Mosquitto
7 .\mosquitto
8
9 // PowerShell window #2: Subscribe to the test topic (feed)
10 .\mosquitto_sub -h localhost -t feeds/test
11
12 // PowerShell window #3: Publish "Hello World"
13 .\mosquitto_pub -h localhost -t feeds/test -m "Hello World"
```



Install Mosquitto (Mac / Windows)

```
1 // On Windows go to mosquitto.org/download
2
3 // On Mac using Homebrew
4 brew install mosquitto
5
6 // On Linux (Debian and Ubuntu)
7 sudo apt-get install mosquitto mosquitto-clients
8
9 // Open three terminals:
10
11 // Terminal #1: Start Mosquitto
12 sudo /usr/local/sbin/mosquitto -c /usr/local/etc/mosquitto/mosquitto.conf
13
14 // Terminal #2: Subscribe to the test topic (feed)
15 mosquitto_sub -h localhost -t feeds/test
16
17 // Terminal #3: Publish "Hello World"
18 mosquitto_pub -h localhost -t feeds/test -m "Hello World"
```



Install Node-Red (Basic)

```
1 // Start With Installing nodejs:  
2  
3 // On Windows go to nodejs.org/en/  
4  
5 // On Mac using Homebrew  
6 brew install node  
7  
8 // On Linux (Debian and Ubuntu)  
9 sudo apt install nodejs npm  
10  
11 // VERFIY: In terminal or PowerShell, verify using  
12 node -v  
13 npm -v  
14  
15 // On Windows:  
16 Set-ExecutionPolicy -Scope CurrentUser -ExecutionPolicy Unrestricted  
17  
18 // Install Node-RED (all platforms)  
19 npm install -g --unsafe-perm node-red
```

In a browser URL bar, go to localhost:1880

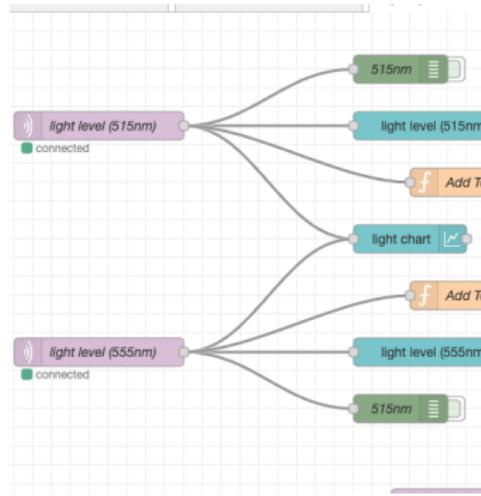


Node Red Dashboard





Node Red MQTT Node



Edit mqtt in node

| | | |
|-------------------|--|------|
| Delete | Cancel | Done |
| Properties | | |
| Server | ddciot.us | |
| Action | Subscribe to single topic | |
| Topic | hydro/ch4 | |
| QoS | 2 | |
| Output | auto-detect (parsed JSON object, string or buffer) | |
| Name | light level (515nm) | |



Node Red MQTT Connection

Edit mqtt in node > Edit mqtt-broker node

Delete Cancel Update

Properties

Name: dddiot.us

Connection Security Messages

Server: mqtt.dddiot.us Port: 1883

Connect automatically
 Use TLS

Protocol: MQTT V3.1.1

Client ID: Leave blank for auto generated

Keep Alive: 60

Session: Use clean session

Edit mqtt in node > Edit mqtt-broker node

Delete Cancel Update

Properties

Name: dddiot.us

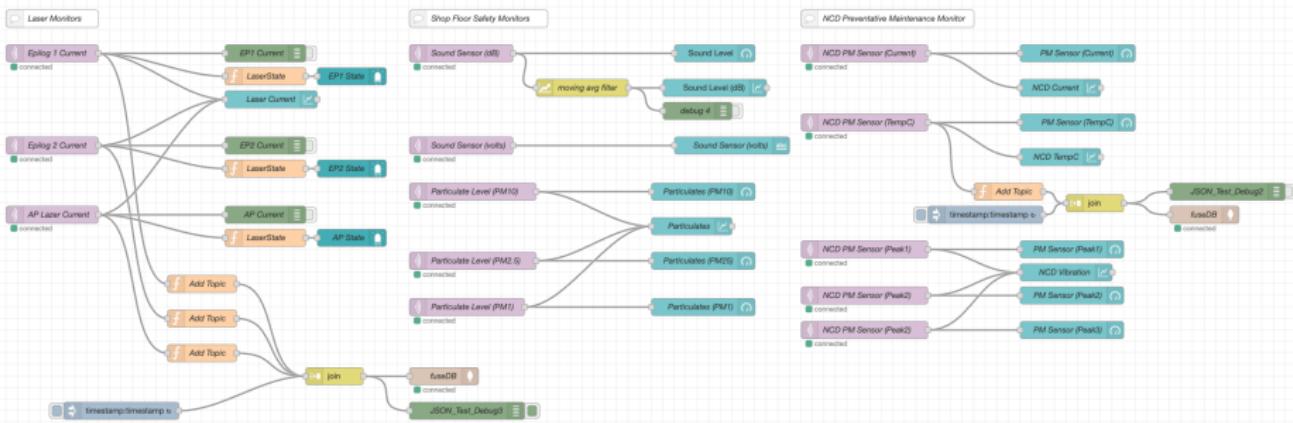
Connection Security Messages

Username: fuse

Password: *****

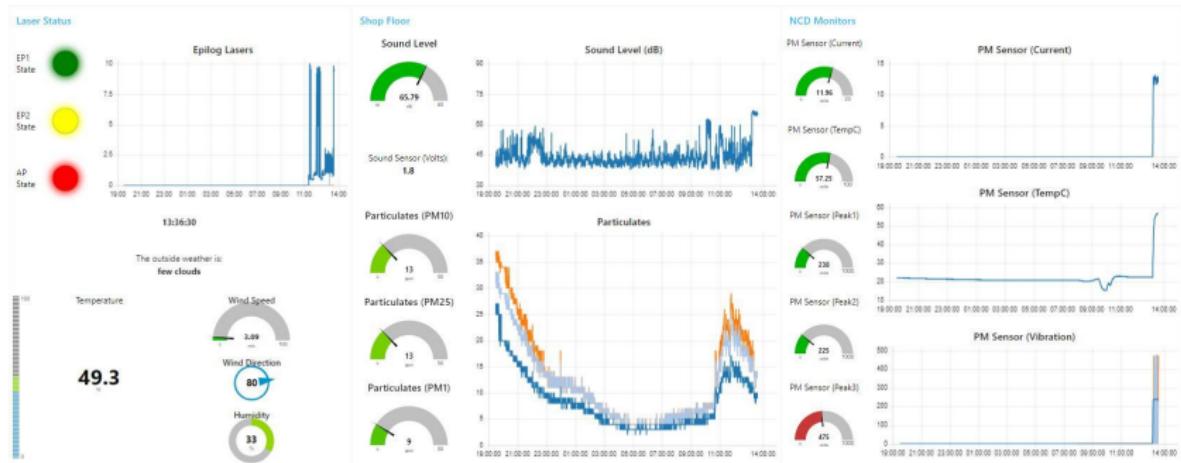


Node Red Smart Fuse Flow





Node Red Smart Fuse Dashboard





Install Mosquitto MQTT Broker (Detailed: Linux)

Install Mosquitto

```
1 // install Mosquitto broker and client
2 sudo apt-get install mosquitto mosquitto-clients
3 // test broker
4 // open new terminal window
5 mosquitto_sub -h localhost -t feeds/test
6 // in the original terminal
7 mosquitto_pub -h localhost -t feeds/test -m "Hello World"
8 // create a password file - replace bob with your username
9 // the -c overwrites existing file, leave off to append
10 sudo mosquitto_passwd -c /etc/mosquitto/passwd bob
```

Create and edit file: /etc/mosquitto/conf.d/default.conf

```
1 // File: /etc/mosquitto/conf.d/default.conf
2 allow_anonymous false
3 password_file /etc/mosquitto/passwd
```

Test the username and password

```
1 // restart mosquitto
2 sudo systemctl restart mosquitto
3 // this should create an error now
4 mosquitto_pub -h localhost -t feeds/test -m "Hello World"
5 // instead exit sub and restart both sub and pub using username and password above
6 mosquitto_sub -h localhost -t feeds/test -u "bob" -P "password"
7 mosquitto_pub -h localhost -t feeds/test -m "Hello World" -u "bob" -P "password"
```



Node-RED (Detailed: Linux)

```
1 // Install nodejs and npm
2 sudo apt install nodejs npm
3 node -v // validate it was installed correctly
4
5 // Install Node-RED
6 sudo npm install -g --unsafe-perm node-red
7
8 // Start node-red service on reboot using PM2
9 sudo npm install -g pm2
10
11 // find and use the correct node-red path
12 which node-red
13 pm2 start /usr/local/bin/node-red -- -v
14 pm2 save
15 pm2 startup // and follow instructions
16
17 // some systems might require
18 pm2 startup systemd
```



Securing Node-Red (Detailed: Linux)

```
1 // Install the node-red-admin package
2 sudo npm install -g --unsafe-perm node-red-admin
3 // Create a password hash
4 node-red-admin hash-pw
```

Edit `./node-red/settings.js`

```
1 // File: ~/.node-red/settings.js
2 // Find and uncommnet the adminAuth section using the hash
3 adminAuth: {
4   type: "credentials",
5   users: [
6     {
7       username: "admin",
8       password: "$2a$08$zZWTXTja0fB1pzD4sHCMy0CMYz2Z6dNbM6t18sJogENOMcxWV9DN.",
9       permissions: "*"
10    },
11    {
12      username: "bob",
13      password: "$2b$08$W7tKOfdNkm6eZUucgFMoauV1qPwf60MnGzumCc/B8Xj/FUjs8SVMq",
14      permissions: "*"
15    }
16 },
```

Restart node-red to allow all changes to take effect

```
1 sudo systemctl restart node-red
```



Accessing from other computers (on same network)

```
1 // Find your systems IP Address
2 sudo apt install net-tools
3 ifconfig
4
5 // Open ports from Mosquitto and Node-Red
6 sudo ufw allow 1880 // Node-Red port
7 sudo ufw allow 1883 // MQTT port
8 sudo ufw enable      // Turn on firewall
9 sudo ufw status
```

- Devices and publish/subscribe to your Mosquitto MQTT Broker if on the same network using your computer's IP address and Port: 1883.
- Access Node-Red from browser on same network using IPAddress:1880

Note: To access anywhere, you need to setup on a cloud service such as DigitalOcean.

Capstone



Capstone Projects

Intent:

- Based on a direct observation or need expressed by a guest speakers.
- Original work demonstrating the skills obtained in this class.
- Demonstrate the ability to work as part of a team.
- A pitch to potential employers or investors.

Guidelines:

- Practical application of smart home, manufacturing, community environment, or immersive entertainment.
- Code MUST follow the IoT Style Guide
- Needs to include a Cloud Dashboard component and concepts from Module 15 - In the Wild
- Project will include a video, presentation, GitHub, and Hackster.io.

Previous capstone projects can be found at: <https://www.youtube.com/playlist?list=PL0t2Pk5ETDgxfVptdyr6xbL6MW1-5CJey>

Extra

Particle Libraries



Creating and Publishing Your Own Libraries

```
1 // Within your project directory, create a library
2 mkdir mylib
3 cd mylib
4 particle library create
5
6 // Modify the Project.Properties file, especially version number
7
8 // Create your .h, .cpp, and/or examples within the library directory structure
9
10 // Upload your library
11 particle library upload
12
13 // Publish your library
14 particle library publish mylib
15
16 // Note: you can upload/publish new versions
17 //       just change the version number in Project.Properties
```

Non-Embedded C++



HelloWorld in C++

```
1 // include the standard input-output library
2 // most include statements need the .h, but iostream is an exception
3 #include <iostream>
4
5 // namespace is used to declare regions with the global space
6 // std enable the standard console (monitor) and input (keyboard)
7 using namespace std;
8
9 char myName[20];
10
11 //main is the first function executed in your cpp code
12 int main()
13 {
14     cout << "Hello World!!!\n";      // cout = output to console
15     cout << "What is your name: ";
16     cin >> myName;                // cin = input from console
17     cout << "Hello " << myName << ", I hope you are having a nice day.\n";
18
19     return 0;    // denotes successfully executed
20 }
```

Instructions for installing and writing C++ code in VSCode:
<https://code.visualstudio.com/docs/languages/cpp>



The Big Question: What about main()

```
1 #include <Arduino.h>
2
3 extern "C" int main(void)
4 {
5 #ifdef USING_MAKEFILE
6
7     // To use Teensy 3.0 without Arduino, simply put your code here.
8     // For example:
9
10    pinMode(13, OUTPUT);
11    while (1) {
12        digitalWriteFast(13, HIGH);
13        delay(500);
14        digitalWriteFast(13, LOW);
15        delay(500);
16    }
17
18
19#else
20    // Arduino's main() function just calls setup() and loop()....
21    setup();
22    while (1) {
23        loop();
24        yield();
25    }
26#endif
27 }
```



Hello World - What a microcontroller sees

HelloWorld.ino

```
1 void setup() {
2     Serial.begin(9600);
3     Serial.printf("Hello World! \n");
4 }
5
6 void loop() {}
```

Hex Code and Assembly Language

```
1 HelloWorld.bin:      file format binary
2 Disassembly of section .data:
3 00000000 <.data>:
4     101c: bd10      pop {r4, pc}
5     101e: 4402      add r2, r0
6     1020: 4603      mov r3, r0
7     1022: 4293      cmp r3, r2
8     1024: d002      beq.n 0x102c
9     1026: f803 1b01  strb.w r1, [r3], #1
10    102a: e7fa      b.n 0x1022
11    102c: 4770      bx lr
12    102e: 0000      movs r0, r0
13    1030: b538      push {r3, r4, r5, lr}
```

Useful BASH commands



Redirect from stdout (standard output)

The > and >> signs are used for redirecting the output of a program to something other than stdout (standard output, which is the terminal by default).

- The >> appends to a file or creates the file if it doesn't exist.
- The > overwrites the file if it exists or creates it if it doesn't exist.

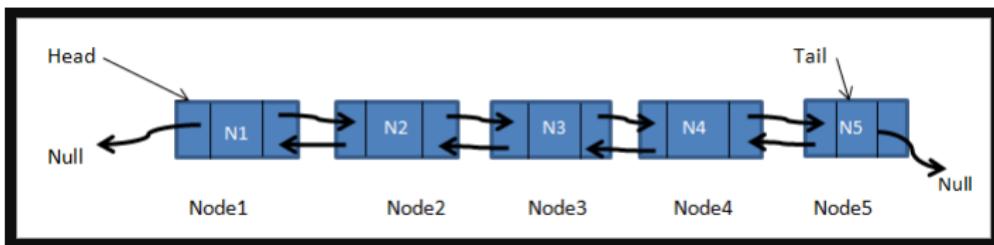
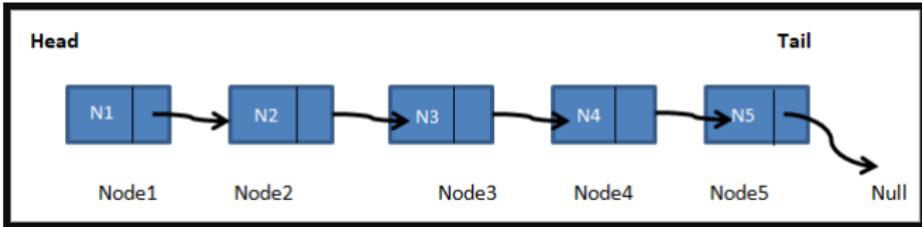
Examples:

```
1 # Create a file called "allmyfiles.txt" and fill with the directory listing
2
3 ls > allmyfiles.txt
4
5 # Adds "End of directory listing" to the end of "allmyfiles.txt"
6
7 echo "End of directory listing" >> allmyfiles.txt
8
9 # Create a zero-byte file with the name "newfile.txt"
10
11 > newfile.txt
12
13 # Redirect Particle Serial Monitor output to the file "filename.csv"
14
15 Particle serial monitor --follow >> filename.csv
16
```

Linked Lists and Trees



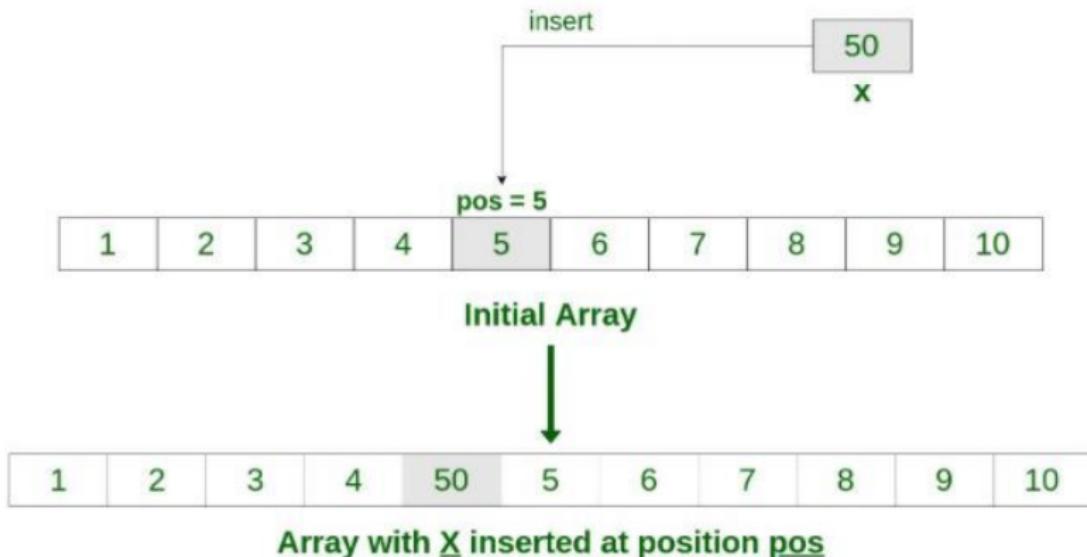
Linked Lists and Doubly Linked Lists



```
1 struct node {  
2     struct node *prev;  
3     int data;  
4     struct node *next;  
5 };
```

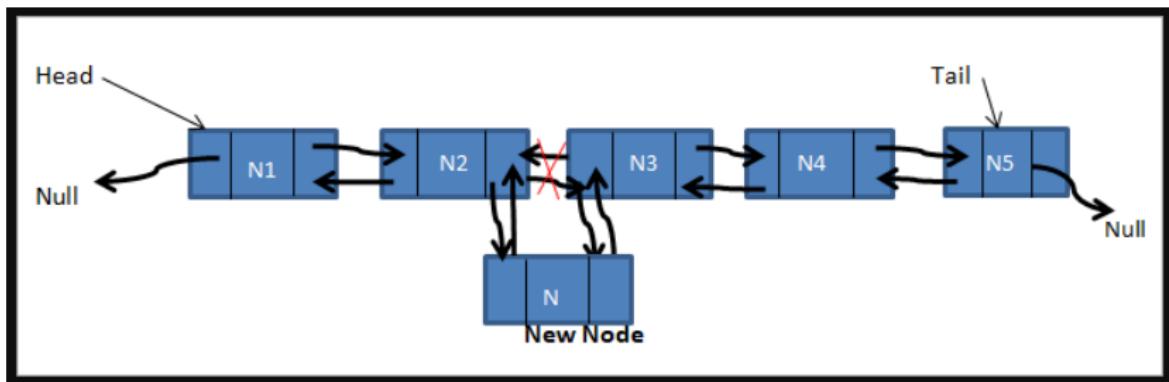


Inserting a "cell" into an Array



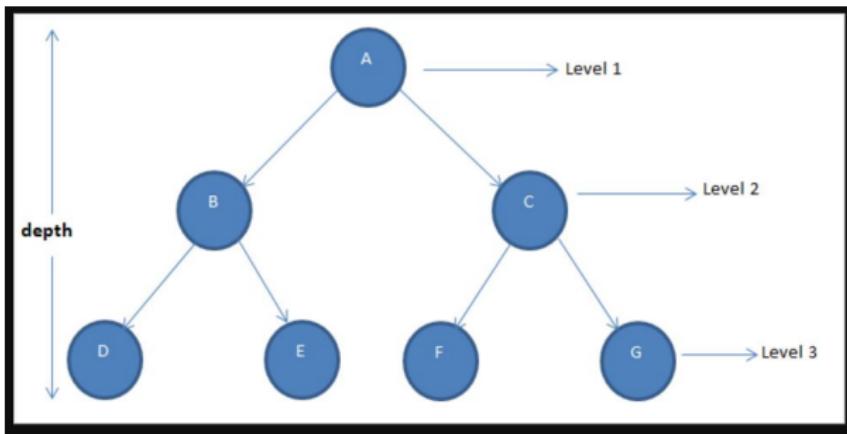


Inserting a "cell" into a Linked List





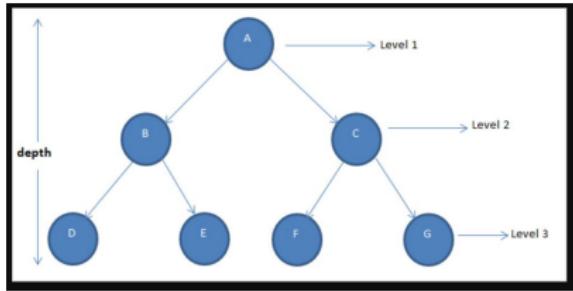
Binary Trees



```
1 struct bintree_node{  
2     bintree_node *left;  
3     bintree_node *right;  
4     int data;  
5 };
```



Binary Trees



Uses of Binary Trees

- Binary Search
- Hash Trees
- Heaps
- Huffman Coding
- Syntax Tree

```
1 struct bintree_node{  
2     bintree_node *left;  
3     bintree_node *right;  
4     int data;  
5 };
```